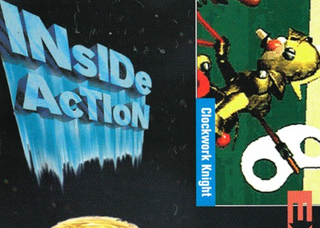
# SEGA VISIONS

IT'S OUT THERE







Clockwork Knight

EXCLUSIVE COVER STORY

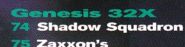


## FEaTURES




Myst


Panzer Dragoon

Get a FREE SEGA CD System (Really!)
Page 54

## REVIEW This!



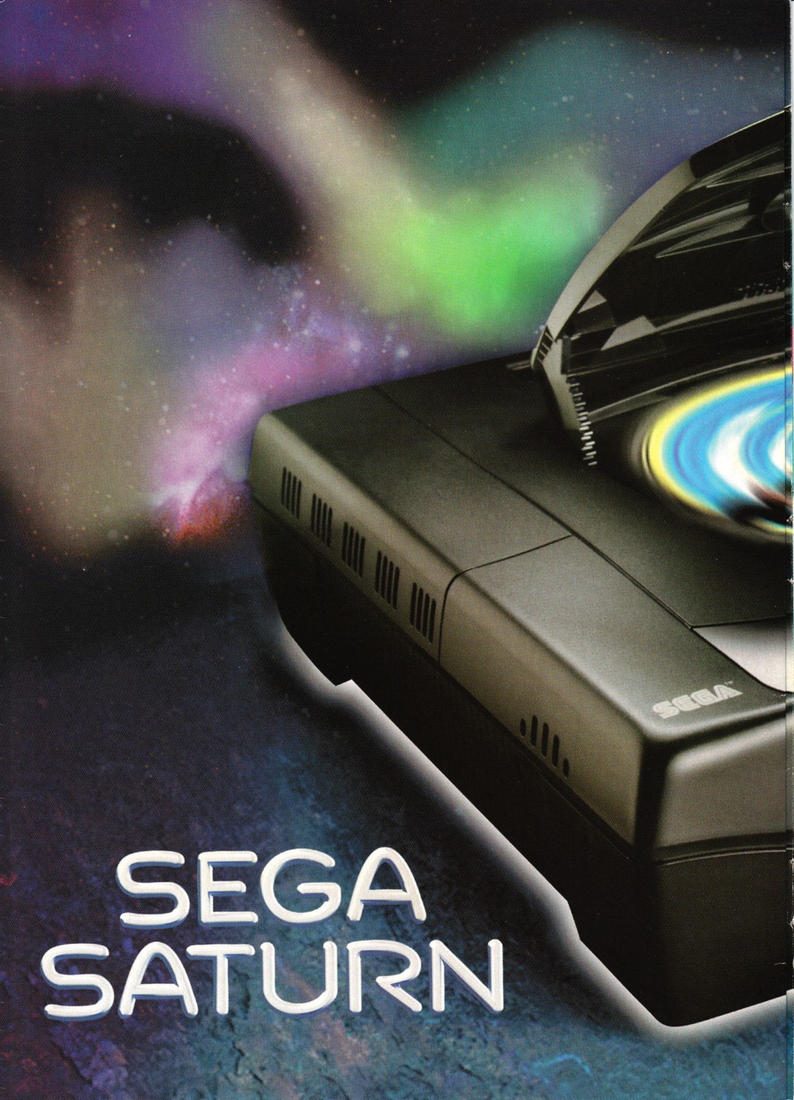

Bug!






What will it give you, why should you want it, and who's making games for it? Page 8

The Virtua Fighters pound some serious polygon. Page 16


SEGA
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SATURN


ACCESS
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# 1+2=32X™

## Push your Sega™





Acclaim's® NFL™ Quarterback Club™



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You've already got the coolest 16-bit videogaming system ever, right? Now take the next step up to the universe of 32X™, the only 32-bit upgrade for the Sega™ Genesis™ system.



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It's real arcade quality gaming without having to re-build your system from scratch. Faster action. Eye-hammering graphics. And an endless stream of the hottest new games as only Sega™ can bring them to you. And if 32X™ can do this for your Sega™ Genesis™, imagine what it could mean for your Sega CD™!


"What are you waiting for? Make the connection!"



Mortal Kombat®II by Acclaim®


Digital Picture's Slam City Starring Scottie Pippin™

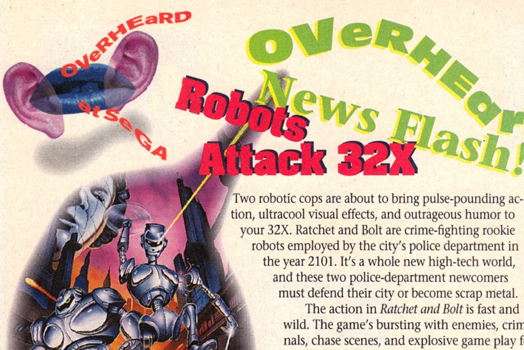
Sound X-citing? Then get out there and add it up for yourself!

## Other Titles Coming Soon:

SEGA: VIRTUA FIGHTER™, X-Men™, Ratchet & Bolt™, Kolibri™, 32X-Treme™, Zaxxon's Motherbase 2000™, World Series Baseball™ and Prime Time NFL Football™ INTERPLAY: Casper™ and Star Trek®-Starfleet Academy™ TIME WARNER INTERACTIVE: RBI™ Baseball '95 and Primal Rage™ VIRGIN INTERACTIVE: The Adventures of Hollywood SPOT© ACCLAIM: NBA® Jam™-T. E. ELECTRONIC ARTS: Toughman Contest® and FIFA '96 US GOLD: Thunderhawk 2 ...AND MANY MORE!




SEGA




# OVERHEARD News Flash!

## Robots Attack 32X

Two robotic cops are about to bring pulse-pounding action, ultracool visual effects, and outrageous humor to your 32X. Ratchet and Bolt are crime-fighting rookie robots employed by the city's police department in the year 2101. It's a whole new high-tech world, and these two police-department newcomers must defend their city or become scrap metal.

The action in *Ratchet and Bolt* is fast and wild. The game's bursting with enemies, criminals, chase scenes, and explosive game play for one and two players. Both Ratchet and Bolt have 33 different weapons at their disposal. They wield up to three at a time, for a gasket-blowing total of 1,300-plus mix-and-match configurations for each character. You asked for more weapons? You got 'em—and you'll need 'em! All the bosses in Ratchet and Bolt are gigantic—we're talking superhumongous. The final boss is reportedly a whopping 36 screens big—most likely the largest boss in video game history!

## There's a First Time for Everything

Ever notice that in every *Sega Visions* contest the instructions contain a crummy little legal clause that says something like "contest open to all residents of U.S. *except* Sega employees and their families"? Well guess what? We had our very own contest here at Sega—for Sega families only. The "Ghostwriter" contest (you know, "Ghostwriter," the great children's TV show that airs every weekday afternoon and weekends on PBS stations) was held for Sega kids ages 5 through 15 years old. The kids were asked to write a paragraph describing the coolest "Ghostwriter" character. We're superproud of all our kids and especially proud of the winning entry. Here's what 9-year-old fourth-grader Antionette Chavez had to say about her favorite "Ghostwriter" character:

Ghost writer

> Jammin Jamal has a personality that attracts people's attention. His jumping attitude toward each case makes you feel like you're right there working on the case with the whole Ghostwriter Team. Solving a case brings out the best in Jamal. Each time I watch the show, I see a new talent of his. He is a good athlete and a great dancer, he is usually one step ahead of the Team, and when the Team starts brainstorming a case, he just puts all the clues together and gets things out of them that make me stop and wonder, how did he do that? Jamal is a good friend to all of the Ghostwriter Team, he knows what he wants, and he puts 100 percent into everything he does. That's why I think he is the COOLEST GHOSTWRITER.

## And the Winner Is . . .

**New Horizons. As we reported in our coverage of the 1994 Sega Seal of Quality Third-Party Awards, the winner of the Best Adventure/RPG title is Koei's New Horizons: Uncharted Waters 2. Unfortunately, we showed a screen of that game's predecessor, Uncharted Waters, by mistake. So without further ado, here's a look at the victorious game. Check it out.**








| | |
|---|---|
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Are you bored watching the same old stuff on TV?
WELCOME To...
Ghostwriter™
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Tune into GHOSTWRITER on your local PBS channel.
Watch GHOSTWRITER on your PBS channel. Check your TV listings for day and time.


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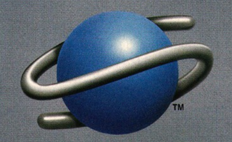
the world of VIRTUA FIGHTER™ is included with every Sega Saturn

the world of CLOCKWORK KNIGHT™

# HEAD FOR SATURN

To really understand what life is like on Saturn, look inside your head. There, in the inner realm of rods and cones, of optic nerves and ear drums, is where the Sega Saturn experience breathes. Three 32-bit orchestrated processors, 16.7 million colors, lightning-quick texture mapping, connoisseur-class surround sound, and amazing first-person perspectives immerse you in worlds of entertainment you've never experienced. Sega Saturn is like nothing else on Earth.

For more information on Sega Saturn, please email segasaturn@segaoa.com or on the world-wide web at http://www.segaoa.com or on Compuserve at GO SEGA




SEGA SATURN™

IT'S OUT THERE.

# Sega Saturn Delivers

## The World's Most Advanced Video Game System Ever

Forget the rumors. Here's the real scoop on the Sega Saturn!




Ending months of speculation, the most powerful, technologically advanced video game system ever created has arrived! The powerhouse Sega Saturn delivers state-of-the-art 3-D-modeled graphics, dynamic perspective with constantly changing points of view, true 3-D audio, and phenomenal game-play speed surpassing that of an ordinary multimedia PC and challenging even a high-end workstation. With the much-anticipated arrival of Sega Saturn in the United States comes a completely new definition of video gaming, transporting players into a previously unrealized realm of interactive entertainment.

## A Sensation in Japan

No one could have guessed the fervor Sega Saturn would create in Japan. The official launch was preceded by rumors of its remarkable technical capabilities; its reception in Japan was unprecedented. Upon its official release on November 21,1994, the revolutionary Sega Saturn became one of the most sought-after products in the country.

On a single day, 200,000 (yes, that's two *hundred* thousand) Sega Saturn units sold as Japanese gamers clamored to get their hands on the ultimate gaming system. Sega's arcade credentials, coupled with the Japanese desire for the very best in technology, drove the demand to record numbers. Even running at full capacity, Sega's manufacturing department simply couldn't keep up with the Sega Saturn frenzy. At one video store where Sega Saturn was sold, no less than 500 people had lined up for blocks before the store even opened.

Hundreds of thousands of Sega Saturn units were sold in the first few months, outselling the competition by more than 30 percent. (By year-end Sega Saturn sales in Japan are expected to exceed the 2.5 million mark.) The tremendous success of Sega Saturn in Japan has escalated into a worldwide event with developers from Japan, the United States, and Europe charging to create hit titles for the beginning of a new era in video games.

## A Comparison with 32X

To understand the differences between Sega Saturn and 32X, let's start with the similarities. If you're an avid, cutting-edge *Sega Visions* reader, you already know that both the 32X and Sega Saturn are revolutionary devices designed to bring explosive 32-bit game play to your home. Additionally, you'll notice that both the 32X and Sega Saturn use the Hitachi SH2 RISC processor. So what exactly does this mean?

Well, it means that with both the 32X and Sega Saturn you get fast processing, high color definition, improved polygon-graphics technology, constantly changing 3-D perspective, enhanced scaling and rotation, and the CD-quality audio that gamers have come to expect from arcade machines. In other words, they are the most advanced home-system technology on the market. But the Sega Saturn also gives you much, much more.

## The Differences

The 32X enhances game play on your Genesis. But the Sega Saturn is a stand-alone system. Its architecture is modular, with a host of specialized subsystems (think of it as having multiple specialized engines launching the same rocket). It's powered by a total of eight processors, three of which are 32-bit RISC processors, the same architecture used in Sega's exclusive Titan arcade system (paving the way for swift, easy translations of megahit arcade games to the Sega Saturn). Sega Saturn also has a ton of memory—more than 4 megabytes of RAM. To the gamer, Sega Saturn's super processing speed, power, and memory translate into incredible 3-D worlds, more-complex levels, CD-quality sound, more-elaborate game perspectives, and tons more.



**Audio and game data can be downloaded, accessed, and processed simultaneously so that there's no delay in game play.**

## Powerhouse Processing

By far Sega Saturn's most distinguishing feature is its massive *parallel processing,* the same state-of-the-art technology found in supercomputers. Whereas other game systems assign all computing tasks to a single central processor—small personal computers do this—massive parallel processing enables the Sega Saturn to divide computing tasks (like reading game code and handling graphics and sound) into pieces that are then assigned to powerful specialized processors. These eight processors work independently, allowing the machine to handle multiple tasks simultaneously and at blazing speed.

Players all too familiar with the "Now loading" message will love Sega Saturn's ability to buffer data and perform multiple operations at once. Both audio and game data can be downloaded, accessed, and processed simultaneously so that there's no delay in game play. As a matter of fact, the hottest Sega Saturn games will run at 60 frames per second, all the time. (By the way, that's the same speed at which your television runs.)




## A Sound Experience

Sound plays an enormous role in an interactive experience. So when it came to designing and building Sega Saturn's sound processor, Sega turned to the most respected experts in the field: Yamaha (electronic keyboards, pianos, stereo equipment, synthesizers—yeah, *that* Yamaha). This potent system not only reads the CD-ROM but also creates and manipulates sound data by using 16 channels combined with a digital mixer. Best of all, it has the capability for 3-D audio resulting in realistic sound that'll blow your ears off. With QSound™ the sound literally comes at you from 360 degrees (imagine a Mig 29 roaring right over you in your next flight-sim game). Sega Saturn's sound specs include two CPU interfaces, 32 voices, built-in sound effects, and FM and PCM synthesis. It uses a Motorola 16-bit 68EC000 processor and Yamaha digital signal processor. Incidentally, the 16-bit 68EC000 processor is a close relative of the Genesis's main processor, only in the Sega Saturn it's used exclusively for sound. To put this in perspective, the least powerful chip in the Sega Saturn's sound system is more powerful than the chip that runs the entire Genesis. Got that?

Sega Saturn also boasts built-in DMA for file transfer, the 16-channel mixer previously mentioned, and a 128-step digital signal processor (or programmable DSP). Additionally, Sega Saturn supports the musical instrument digital interface (MIDI). To the sound creators, MIDI means it's possible to hook up a keyboard during sound development to experiment in real time while creating music sequences or sound effects. If you're not a technoid, we'll sum it up for you. Bar none, Saturn's sound system is superior.

## The Sega Saturn Advantage

What Sega Saturn's processing capabilities mean to game developers is yet another story. Often, game companies tout their hardware systems' capabilities—which are important in understanding the potential quality of the game experience—but equally important are the advantages that the hardware architecture offers the game creators. Sega Saturn gives developers unlimited reign. Take the VDP 2 chip, for example. This specialized chip enables programmers to generate up to five simultaneous backgrounds and rotate two playfields at the same time. The chip also makes Sega Saturn the only machine that supports 16.7 million colors on active video

displays. These photorealistic graphical allowances give developers the tools needed to construct more realism in each and every frame.

After all, play quality can be realized only by the quality of the games delivered. While massive parallel processing and digital signal processors challenge the programmers to learn some new tricks, the end result is infinite power to create games with much more authentic action. By far Sega Saturn's parallel, "orchestrated" processing broadens the programming capabilities for the system, enabling software developers to create a true multimedia experience with each game. (See "Let the Games Begin" on the facing page for a peek at some of the prominent companies creating killer titles for the Sega Saturn.)

## Infinite Possibilities

Besides its superior game-play features, Sega Saturn has an architecture that allows for expansion. Possible additions include multimedia extras like a Video CD via an optional MPEG adapter, PhotoCD, Electronic Books, audio CD, and digital karaoke. There are also at least five ports, which give Sega's product-development people access to the bus signals, should they have any super expansion ideas in the future. Maybe something networking related—who knows? Let's just say that they've been known to have some awesome tricks up their sleeves.

## Sega's Arcade Heritage

### Sega Saturn's Titan technology brings arcade games home faster than ever.

**OK, we could be unusually obnoxious here and say, "Sega Saturn's awesome because it's from Sega," period. Or perhaps we could be unbelievably brassy and remind you that no other gaming system comes with the credentials Sega Saturn does. We could even reiterate that the hot Titan arcade games in the works from Sega of Japan's AM2 group will be coming to Saturn. But all that would be pointless, 'cuz the odds are, if you've bought a Sega product before, you're familiar with Sega's superior game-play expertise. As a matter of fact, if you've lived anywhere on this planet (you know who you are), you're already aware that Sega is renowned worldwide for making the best arcade machines ever. So your confidence in the Sega name is completely justified (we just wanted to point that out). No matter how cheeky we get, the fact remains that buying a Sega Saturn means buying into a proven (hit after hit after hit after hit after hit) coin-op factory.**




# Sega Saturn
## Hardware Specifications

### Eight Processors
- 2 Hitachi 28.6MHz, 50-MIPS SH2 32-bit RISC processors
- Hitachi SH1 32-bit RISC processor
- VDP 1 32-bit video display processor
- VDP 2 32-bit video display processor
- Saturn Control Unit (SCU)
- Motorola 68EC000 sound processor
- Yamaha FH1 DSP sound processor

### Memory
- 2MB (16 megabits) RAM
- 1.54MB (12 megabits) video RAM
- 540KB (4 megabits) audio RAM
- 540KB (4 megabits) CD-ROM cache
- 32KB nonvolatile RAM (battery backup)

### Audio
- 22.6MHz Yamaha FH1 24-bit digital signal processor
- 11.3MHz Motorola 68EC000 sound processor
- 32 PCM (pulse-code modulation) channels
- 8 FM channels
- 44.1KHz sampling rate

### Video
- VDP 1 32-bit video display processor
- Sprite, polygon, and geometry engine
- Dual 256KB frame buffers for rotation and scaling effects
- Texture mapping
- Goraud shading
- 512KB cache for textures
- VDP 2 32-bit background and scroll plane video display processor
- Background engine
- Five simultaneous scrolling backgrounds
- Two simultaneous rotating playfields
- 200,000 texture-mapped polygons per second
- 500,000 flat-shaded polygons per second
- 60 frames of animation per second
- 24-bit true-color graphics
- 16.7 million available colors
- 320 by 224, 640 by 224, and 720 by 576 resolution

### Storage
- Double-speed CD-ROM
- 320KB per second transfer speed
- Audio CD compatible
- CD+G compatible
- CD+EG compatible
- CD single (8cm CD) compatible
- Video CD, PhotoCD, Electronic Books, digital karaoke (optional)
- 512KB memory cartridges for game save (optional)

### Input/Output
- High-speed serial communications port
- Internal 32-bit expansion port
- Internal multi-AV port for Video CD (MPEG) adaptor
- Composite video/stereo (standard)
- NTSC RF (optional)
- S-Video compatible (optional)
- RGB compatible (optional)
- HDTV compatible (optional)
- Analog control pad

## Sega Saturn Peripheral Must-Haves

**Customize your Sega Saturn system with some cool peripherals.**

### Arcade Racer™

If you like vehicle-sim games, you'll love the Arcade Racer. It's the controller that puts you behind the wheel. And it gives you the most realistic control because it's analog. Whereas digital controllers rely on values assigned to on/off switches (like light switches, they react in steps), analog controllers respond in a smoother arc (like dimmer switches). You're in the driver's seat with super, oh-so-sensitive control. It's perfect for Time Warner Interactive's *V.R. Virtua Racing* or Sega's *Daytona USA*.



### 6Player™

Have friends? Want more? 6Player, the ultimate multiplayer adaptor, allows up to six buddies or rivals (12 buddies/rivals if you use two adaptors) to play in the same game. Team up *NHL All-Star Hockey* and a 6Player–you'll have friends galore (or rivals galore)!

### Backup™

Sega Saturn backs up Sports fans on this one. Backup's a RAM cart with a whopping 512 kilobytes of storage! That's enough to handle everything from your best scores on *Pebble Beach Golf Links* to your stats on *Grand Slam Baseball.* By the way, you don't have to be a Sports fan to take advantage of Backup–just think how many *Sim City 2000* games you can keep. You could save the world.



### Control Pad

All gamers have a favorite control pad. This one is likely to be yours. Sega Saturn's Control Pad puts you in charge with eight buttons –that's six action buttons and two Shift (Left and Right) buttons. Plus it's ergonomically correct: You get the advantage at your fingertips with easy eight-button play for all your killer combo moves.

## Far and Away The Best

What Sega-select team of people worked for an entire two years exclusively to make certain Sega Saturn was launched with the world's best hardware and software? Sega's elite Away Team, that's who!

The 27-member Away Team comprises Sega employees from every aspect of hardware engineering, product development, and marketing. They devoted countless hours, resources, and brain cells into launching Sega Saturn. Their sole mission was to ensure that Sega Saturn's hardware and design met the precise needs of both the U.S. and Japanese markets.

In conjunction with developing titles for the launch in the States, the Away Team was responsible for bringing the first wave of premium games from Japanese third-party developers. Thanks to the global efforts of the Away Team, killer titles like *Virtua Fighter, Daytona USA, NHL All-Star Hockey,* and *Panzer Dragoon* are all primed and ready to show off Sega Saturn's awesome power. See our reviews of these awesome titles to get the full picture.




## Let the Games Begin!

More than 100 third-party publishers and developers are creating software for the Sega Saturn. More than 20 titles will be available at launch with an additional library of 100 games by Christmas this year from both Sega and third-party developers. Some of the many outstanding publishers developing for the Sega Saturn are Absolute, Acclaim, Accolade, Activision, American Laser Games, American Softworks, Capcom, Caps, Crystal Dynamics, Data East, Digital Pictures, Domark, Electronic Arts, Gametek, GT Interactive, Interplay, JVC, Maxis, Microprose, Namco, Papyrus, Philips, Readysoft, Rocket Science, Sierra On-Line, Strategic Simulations, Sunsoft, Taito, Takara, Tecmo, Time Warner Interactive, Titus, Ubi Soft, Universal Interactive Studios, U.S. Gold, Viacom, and Virgin Interactive, just to name a few.



A BREATHTAKING CINEMATIC INTRO

# A Wing and a Prayer

PANZER DRAGOON

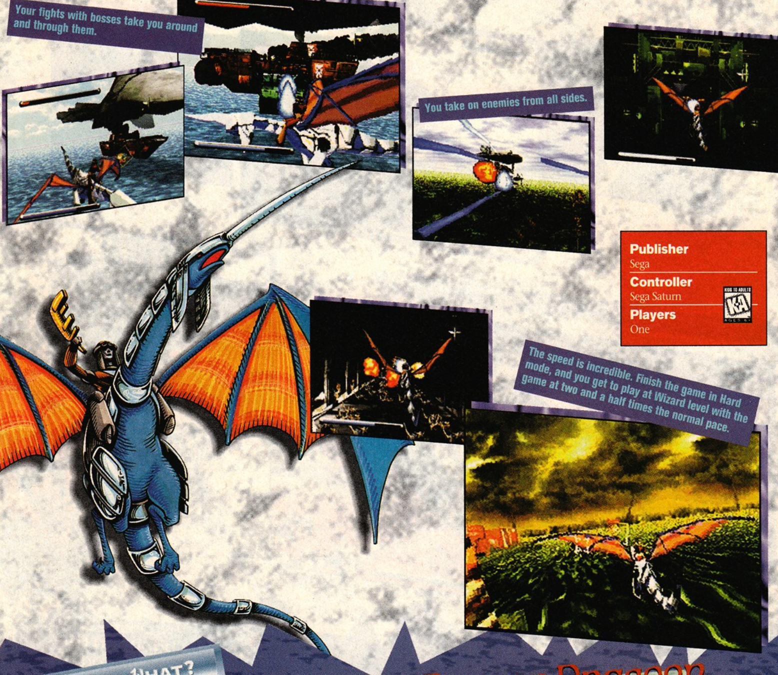
SPECIAL FEATURE

It's going to be the ride of your life.

Your view on first-person Shooters is about to warp to a totally new perspective. Nothing before has even come close in look, feel, and pure exhilarating 360° Shooter perspective to *Panzer Dragoon* from Sega for the Sega Saturn. Even the best titles running on Pentium 90s seem feeble when compared to *Panzer Dragoon*. Put your hands on this beauty, and you're touching the future of gaming. *Panzer Dragoon* is gonna make you wish that you'd been able to take to these unfriendly skies years ago.

## Bioweapon Blues

From the computer-rendered movie-style intro to the glorious cinematic ending, *Panzer Dragoon* is a technological masterpiece that hurls you face-first into another world. Thousands of years from now, humans have been nearly destroyed by their own bioweaponry. The sparse remaining population has broken into tribes. A warrior tribe, the Imperials, has discovered an ancient tower filled with a vast arsenal of the same terrifying armaments that almost annihilated mankind. The Imperials are under the sway of the evil Dark Dragon, and if this monstrosity can return to the tower, the horrors of the past will be loosed. It's up to you—a member of the Hunters—and your winged blue dragon to stop him.




**Publisher**
Sega

**Controller**
Sega Saturn

**Players**
One

## Virtual What?

Fly on your 3-D modeled and rendered dragon through seven huge vivid and lifelike levels. It's closer to virtual reality (using just your flat TV screen) than any of the various VR products we've tried to date. *Panzer Dragoon* is more than just a straight ride-and-shoot title. Enemies come at you in this amazing 360° environment, and the results make even recent Shooters look like ancient history.

As you bring your dragon in close to onscreen objects, they look as good as or better than they did at a distance, without any blocky pixelation. While flying you change perspectives via Buttons X, Y, and Z. Even more, you can scroll the flight view by 90° increments around the dragon using the Sega Saturn control pad's two Shift Buttons (one for clockwise and one for counter). The motion and action are incredibly real. It's just you and your blaster on an armored blue dragon against all comers. Sound simple? Yeah, sure. Wait till you give it a shot, Rambo.

**Panzer Dragoon is more than just a Shooter. It's the most important game in the genre in years.**




## A Major Case Of The Worms

## Radar Is Your Friend

Enemy kills depend on your accuracy, your shot speed (you can use Buttons A, B, and C with three fingers to increase your fire rate), and your strategic use of either straight multishot action or a homing laser. The opposition comes from all directions (praise be to the gaming gods for radar), and it's just a matter of getting through each individual episode without getting blasted out of the sky. Long-term, hard-core Shooter fans should get an additional charge out of the score and rating for their kill percentage in each episode. Better still, you gain continues based on your kill ratio, so take down those enemies.

**Put your hands on this beauty, and you're touching the future of gaming.**

Combine the outstanding 3-D graphics, eerie music, Sega Saturn–quality sounds, and a massive step forward in game play, and what you get is nothing short of spectacular. *Panzer Dragoon* is more than just a Shooter. It's the most important game in the genre in years.




Lock on, then wail with your homing laser.

When you're flying over water, each shot (or destroyed enemy) makes a terrific splash as it hits the drink. That goes for you, too.

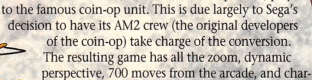
## He Shoots, He Scores!

Your shoot-down percentage has real meaning in *Panzer Dragoon*. The higher your numbers, the more continues you receive.

# Sega Saturn Delivers Fighting Sensation

There are games, and then there are major events in the history of video gaming. Sega's *Virtua Fighter* is destined to go on the books as a *Sonic*-size splash. In Japan, gamers lined up for hours for a chance at a prerelease version in the video game stores. There were news reports, photos, and even CNN coverage of buyers queued up for blocks in the streets the night before it went on sale. Incredibly, Sega of Japan has sold as many copies of *Virtua Fighter* as it has Sega Saturn units. Never before has any title sold one to one with the system on which it's played. Soon this phenomenon is coming to our shores. Get in line early, folks—this one is reason enough to get your Sega Saturn.

The Sega Saturn version of *Virtua Fighter* in Japan is a blockbuster because of its near match in look, feel, and, most important, play to the famous coin-op unit. This is due largely to Sega's decision to have its AM2 crew (the original developers of the coin-op) take charge of the conversion. The resulting game has all the zoom, dynamic perspective, 700 moves from the arcade, and character balance of the arcade title—and it's faster.






Virtua Fighter

SPECIAL FEATURE

**Pounding polygon Fighting action makes *Virtua Fighter* a winner.**

## Everybody's Got an Attitude

Looking at all the beautiful screen shots should whet your appetite for this coming-to-America Fighting title, but it's important to note that however good they look, these static shots don't do justice to the game's fluid motion and lifelike action. The characters' onscreen movements give true life to the battles. Seeing and playing *Virtua Fighter* quickly makes you aware that all your fighters have distinct personalities; for instance, Akira evokes strength and solid power, Pai comes across as nimble and quick, and Kage is the trickster in the lineup.

## Virtua Fighter: Right for All Ages

A good Fighting game has to walk a fine line: It has to be easy enough for a six-year-old to pick up and play (gleeful button mashing) but have the difficulty and depth that make you want to grab the controller and vie for top slot. This is something that *Virtua Fighter* has managed very well. Identical to the arcade console, with only three buttons (Defend, Punch, and Kick), the game quickly becomes intuitive for first-time players. More advanced Fighting-game mavens will find plenty of breadth in the well-balanced special moves, ring-out strategies, and joy in finding juggling combos galore.

**Publisher**
Sega

**Controller**
Sega Saturn

**Players**
One or Two

TEEN
T
AGES 13+

## Big Replay Value

Gamers who've mastered the arcade version get tons of fresh replay value from a new Options menu with four difficulty levels, handicapping on the life bars, increase or decrease in the number of matches to win, and five choices of time limit. Beat the game (including the bonus stage against Dural), and gain a new Ranking mode in which you're scored on speed, rounds to win, and other tangibles.

Tomorrow is here. True arcade gaming is coming to your own TV. You'll never again sacrifice quarters to the slot to get *Virtua Fighter*'s compulsive action. Pound for pound, drop for drop, camera angle for camera angle, this is the arcade game.

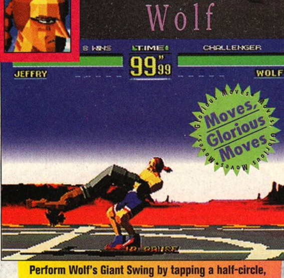









### Wolf




Perform Wolf's Giant Swing by tapping a half-circle, bottom motion Toward and hitting Punch.

Clotheslining your opponent has never been easier. Ask Wolf to do it by tapping Toward, Toward, and Punch.



### Sarah

Sarah plants her enemies with the Side Toe Kick. Tap Down/Toward diagonal, then press Defend and Kick simultaneously.

Get the attention of Sarah's enemy with the Triple Punch with Flying Somersault Kick. Just tap Punch, Punch, Away/Up diagonal, and Kick.

## Dishing the Numbers

Worldwide, Virtua Fighter rules the arcades with its ultrarealistic Fighting and astounding sound, color, and 3-D 360° perspectives. This pioneering use of polygons has generated intense interest from gamers. With your new hardware cranking out 150,000 polygons and 30 frames per second, all the moves are incredibly smooth and real. Your eight characters, each made up of nearly 1,200 polygons, have a total of 700 motion patterns. And each has at least ten special moves; many have nearly twice that.



### Akira

Akira's Dashing Body Check slams the opposition. Press Away, Toward, and Toward on the D-Pad, then press Punch and Kick simultaneously.




Snap heads back with Akira's Double Jumping Kick. Tap Toward, Toward, and Kick together, then press Kick.



### Kage

Tumble your way to glory with Kage's Forward Roll with Flying Kick by tapping Toward twice, and Defend, Punch, and Kick simultaneously.

Moves, Glorious Moves

Kage comes in fast and unlegs his opponent by doing his Forward Roll with Spin Kick. Do a yoga flame-style motion (a half circle Away, Down, and Toward), and press Kick.

### Jeffry



Jeffry really pulls the hit points with his Power Bomb. Get in close and tap Toward, then press Defend, Punch, and Kick simultaneously.




Nail 'em with Jeffry's Double Uppercut by tapping Down/Toward diagonal, Punch, and Punch again.











Pai's Wrist Twist puts her enemy on the mat. Get close and tap Defend and Punch simultaneously.

Landing knees-first on a fallen opponent is a Pai specialty. When your enemy is down for the count, tap Up and Punch.

Dural is the boss to beat. Drop ol' shiny, and you get a new play option called Ranking mode.

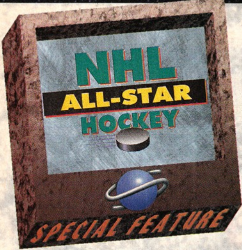
**The Sega Saturn comes alive with this splendid translation of the arcade blockbuster.**

Jacky causes serious damage with his Northern Light Bomb. Get in close and tap Punch and Defend simultaneously.

Lau bombs his opponent with a Somersault Kick when you tap Away/Up diagonal twice, then Kick.

Hard landings are Lau's forte. Do the Water Wheel Drop by tapping Away and Punch while close.

To heck with slam-dancing. Check out Jacky's Jumping Clothesline by tapping Toward, then Toward and Punch simultaneously.




# So Real You Can Taste the BOARDS

## Hockey on Sega Saturn: Lord Stanley Would Be Proud

The octopus just hit the ice. Elvis has left the building. The fat lady is singing. After seeing *NHL All-Star Hockey* for the Sega Saturn, you'll know that the final period is drawing to a close for any other ice-fest. Comparing this to its recent ancestors is like comparing an F-18 Hornet to a biplane. It's that different. Yes, you get North America's finest winter sport with all the speed, pounding checks, blinding slap shots, and astounding kick-saves. But this one feels centuries removed from those hokey little sprites and static views. Everybody's using buzz-terms like *true multimedia experience* and *virtual realism*, but we've gotta say that until they see *real hockey* on the Sega Saturn, they know not whereof they speak.

### They Oughtta Include a Pack Of Breathe Rights

Want to play centerman in first person for the course of the tilt? No problem. Want to see what the game looks like from the netminder's perspective (yikes!)? Can do. How about a puck's-eye view? Done. Want to feel the wrath of your coach in the locker room during the intermission? You'll be ducking. How about constructing your own players, teams, and seasons to take via Backup (Sega's new RAM backup cart) to a friend's so that you can vie against their self-designed lines and clubs? Simple. Need to check out the actual Fleer Ultra card for Eric Lindros's stats? Easy. Want a trip to the Hockey Hall of Fame? No hassle—you can even check out trophies. What about views? There are 19 in all. Want to defend the goal at the foot of the screen every period? Do it. Choose an up-and-down view and switch the camera's end of the rink each period. The only thing missing is one of those dumb nose bandages.

PLAYER SPOTLIGHTS

Marv Albert hosts Player Spotlights during the second intermission (between the second and third periods for non-hockey-heads).

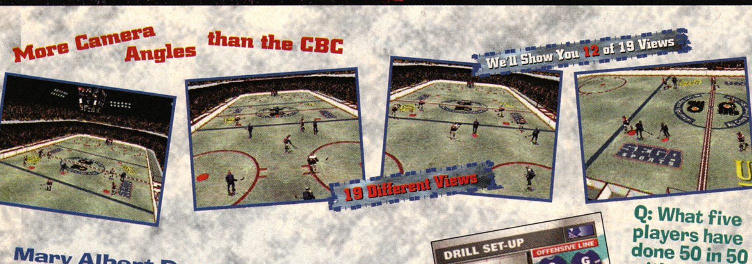
The octopus just hit the ice.

It's a breakaway, and you're one-on-one. What are you going to do, Mr. Coffey?

**Don't Adjust Your Magazine**

This is the actual computer-designed rink you'll be playing on. This is not a photograph. This is a screen. The quality is astonishing.

## More Camera Angles than the CBC




Q: What five players have done 50 in 50 with a single club?

## Marv Albert Does Hockey?

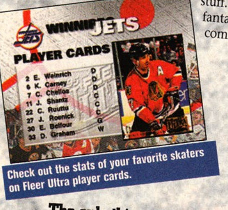
That's right, baby. You get the voice of the Rangers, Marv Albert (with an assist from IHL coach Steve Galleger), commenting on everything from second-intermission Player Spotlights to your smarts, or lack thereof, in player trades. The sum here is that you can expect terrific hockey (the proof is in the play), lots of season options, exceptionally beautiful bells and whistles, all the members of the NHLPA, real teams, the most true-to-life action you've ever seen, and camera angles that even the CBC can't match. This is great stuff. Enjoy this very early look at incomplete (but fantastic) game screens, and expect much more in coming issues.

DRILL SET-UP

Feeling coachlike? Set up and run your own drills.

| | |
|---|---|
| Publisher | Sega Sports |
| Controller | Sega Saturn |
| Players | One to Twelve |

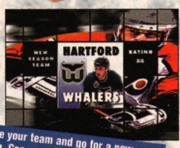
NYR Not Yet Rated




Check out the stats of your favorite skaters on Fleer Ultra player cards.

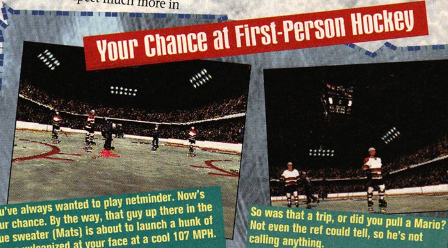
The only thing missing is one of those dumb nose bandages.

Breathe Right®



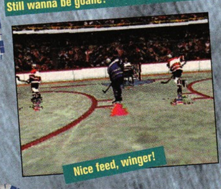

Choose your team and go for a new season. Can you take the Whalers to the playoffs? (It may just happen this year.)

## Your Chance at First-Person Hockey



You've always wanted to play netminder. Now's your chance. By the way, that guy up there in the blue sweater (Mats) is about to launch a hunk of frozen vulcanized at your face at a cool 107 MPH. Still wanna be goalie?

So was that a trip, or did you pull a Mario? Not even the ref could tell, so he's not calling anything.



Nice feed, winger!

You took your big shot at playing defenseman. Great. Bet you didn't figure on checking the view from ice level after giving up the body to block a shot. Can you spell *pain?*




Keep track of the season standings via this great-looking Sega Sports page. For fun, the content changes from season start to playoffs.

Ever wonder how a game would look through the eyes of a puck? Now you can find out.

Marv Albert and Steve Galleger are your hosts.

A: Maurice Richard, Mike Bossy, Wayne Gretzky, Mario Lemieux, and Brett Hull




Take a tour of the Hockey Hall of Fame. Don't forget to check out the trophies.

Vie for the cup in the playoffs. This tree puts the Nords in the finals. Could it happen? Maybe, just maybe.

Extensive help menus give you all the assist you'll need.

Save your season play and load it later to continue. *Tres bien*, Cujo, *tres bien*.

This is your goalie. He thinks that the puck stops here. Better hope he's on his game.

Build your own players and teams, and save them to the Sega Saturn's memory or the Backup (Sega's new RAM cart). Just be sure to select vivid colors for your uniforms like we did.

Role Playing allows you to choose a position and play it throughout the course of the game. Even better, you do it in first person.

CLOCKWORK KNIGHT

SPECIAL FEATURE

# WIND-UP WARRIOR

## Sega Saturn Takes You to a Place Seen Only by Toys

Warp to new areas via passageways such as this pipe.

Think the world grinds to a halt while you're asleep? Think again, bucko. Your inanimate household objects awaken, and your toys face off in life-and-death battles. If you don't believe us, check out *Clockwork Knight* from Sega for the Sega Saturn. This incredible Action/Adventure shows the technology of gaming's future with a vast 3-D world called Toyland that's created of things you'd find in your own home. The power of the Sega Saturn shows you life from the toy level—you go eye to eye with everything from electric trains to children's books—fully 3-D rendered and scrolling in ways you've never seen before.

When you get to the end of any stage, leap the checkerboard area to find ways of collecting additional lives.

## Wouldn't You Like to Be a Pepper Too!

Guiding the mechanical knight Pepper in his quest to save a clockwork fairy princess named Chelsea, you side-scroll through a wildly colorful rendered polygon land. There's one thing more important than the way a game looks, and that's the way it plays. From vast 3-D bosses to your search for hidden areas, this game smokes. There's never been a play experience like this one!



Between stages you can spend your bottle caps on a roulette game that offers tons of extra Peppers as prizes.

## TERRIBLE TOYS




Some of your toy tormentors can be picked up and used as a weapon after you've stunned them with a single hit.




Take a ride on this mechanical robot to take out the bad ol' bowling pins.



Watch the robots. They're apt to knock things down to crush your goodly knight.















A key is your key to victory.

| Publisher | |
|---|---|
| Publisher | Sega |
| Controller | Sega Saturn |
| Players | One |

KIDS TO ADULTS K-A AGES 6+

## Vivid Cinematic Intro

The knightly fellas try to impress Chelsea.

This perky perfume bottle is your hostess in the roulette game. She also serenades you in the terrific lounge-act ending.

Pepper's a small knight with a big heart.

Chelsea's been nabbed. Save her before daylight, or the rest of Toyland will never wake again.

Push the battery into the toy train and leap on for the ride of your life.

## Concealed Stuff

Keep your eyes open for hidden areas like the one above. Reach it by moving a spring up to walls and bouncing high.

Don't fight this boss in the first round. Let him break through the shelf so that you can battle him below.

Be cautious when dealing with the helicopters.

You can use the TNT enemies (carefully–boom) to clear out obstructions and opponents.

Tools like the football can stop your enemies.

# You Can Almost Smell the Asphalt




Daytona USA screeched into the arcades as the biggest Racing hit of all time. Now you can play an incredibly accurate version of this coin-op blockbuster, and even better, you get scads of new options. Reach for the wheel, grab 750 horses of sheer stock-car power, and draft past the opposition at over 200 MPH. Sega Saturn brings the nation's biggest arcade Racing thrill home with *Daytona USA*. This is the NASCAR-style ride of a lifetime, and it has everything you need: gas, guts, and glory.

## Arcade Smash Hit Races Home on Sega Saturn

## White-Knuckled and Ready to Roll

*Daytona USA* delivers more than just the hottest arcade Racing game of all time—it also offers amazing technology and a passel of new game choices. Yes, you get a Sega Saturn version crafted by those game monsters over at Sega's AM2 (the original coin-op internal development group). It still uses the same terrific hardware and software upgrades that allowed the console version of *Daytona USA* to give you both incredible polygon speed and texture-mapped graphics. And yes, you get the same vivid colors, four dynamic driving perspectives, and brain-jarring sounds. So what's new? The coin-op version offered three racecourses; *Daytona USA* for Sega Saturn gives you those, plus an option to race the mirror image of each of the three tracks. The quarter snatcher gave you two modes of transportation in the form of automatic and manual stockers; this one, in Saturn mode, gives you eight cars with different transmission, handling, and speed characteristics. Even more, you can modify the number of laps and choose from five levels of difficulty. The future comes home today, and you'll meet it with white knuckles in *Daytona USA*!

**Publisher**
Sega
**Controller**
Sega Saturn
**Players**
One

KIDS TO ADULTS K-A AGES 6+

## A Three-Course Meal



The beginner course is an oval where you learn the ropes.



The advanced course puts you on a slightly hairier track in the Grand Canyon.



The expert course is on the seaside and has more hairpin turns than a Formula One circuit.



You get not only the Arcade mode from the coin-op version but also a Saturn mode with a bundle of options.



Choose from three pedal-to-the-metal race circuits or take it the other way and race their mirror images.



Any of you who haven't yet played *Daytona USA* (shame on you!) will soon learn the fine art of cone tagging.

A: Jeffry. You'll find him in statue form on the Seaside course.




The Mission Select screen lets you choose from two types of 'mission: automatic and manual trans*mission.*

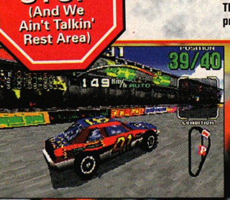


When you flip your car, the body takes damage in real time.




The beginner course gives you a rolling start. Just press Button C (your accelerator) and get ready.

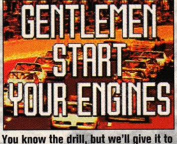
## PIT STOP (And We Ain't Talkin' Rest Area)








There have been rumors about the slot-machine area of the beginner track, all of them unfounded.



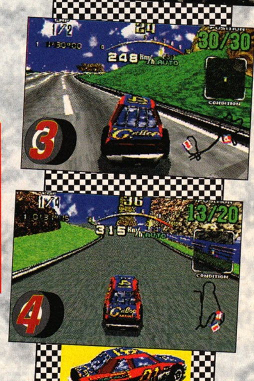

You know the drill, but we'll give it to you anyway: Gentlepersons, start your engines (grin).

Q: Which member of the *Virtua Fighter* crew can be found in *Daytona USA*, and where?



## A Zoom with a View
(Four Even)





SEGA SPORTS™




# Real-World Role Play

You've seen RPGs come and go, in first person and third, overhead view and side-scrolling, single player and multiplayer. Maybe you've even see 'em all. But nothing you've seen or played is like *Virtual Hydlide* for the Sega Saturn. The experience of RPG in a virtual world adds new possibilities to this game venue. To experience RPG any more real, you would have to go there yourself.

You fight, explore, and collect goodies directly behind your character, with a roving camera eye that follows you as you move or rotate. The character is digitized for ultimate realism. Landscapes unroll and change as you travel over the land, through fields and forests, and across rivers. Then there are the dungeons, towers, and dwellings. And enemies everywhere.

*Virtual Hydlide* adds attractive new options to conventional role playing. The terrain can be random each time you play. Enter a dungeon or a mansion, and you'll find all new rooms and floor plans. At the core of the battle is a demon that has stolen your princess love. And vampires are only the start of the nightmares you must battle to win her back. We think you'll find this RPG virtually amazing.

**Publisher**
Sega
**Controller**
Sega Saturn
**Players**
One

Count on this vampire to give you a good battle. You need a cross to do him in.

Treants are tough enemies in the beginning. As soon as you get a sword or a club, you can beat them much more easily.

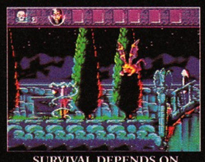
The game begins when a fairly beastly beast captures your sweetheart.

A map lets you see where you are in the land, or in every structure.

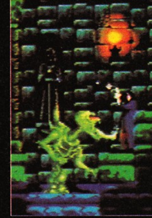


ONE MUST BE OF PURE MIND AND HEART TO VANQUISH THE WARLOCK'S EVIL MASTER!

"Magical pick-ups and ancestral spells unleash chaotic fury!"



SURVIVAL DEPENDS ON MASTERING MANY SPELLS!



BEWARE DEMONS DEEP WITHIN THE DUNGEON'S BOWELS!

"Part strategy, part action! Warlock conjures an unbeatable spell!!!"



ENTER THE ARENA AND DO BATTLE AS A FIERCE MINOTAUR!

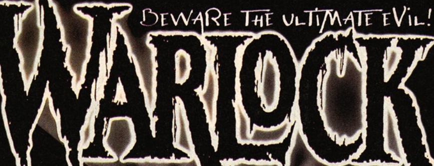


AVOID THE WINGED DRAGON'S FIERY BREATH!

"Bored of just playing roles... Warlock delivers horrific action!"



THE DRUID ELDERS BESTOW THE MAGIC ORB... AND YOUR QUEST BEGINS!




**BASED ON THE HIT MOVIE!**

The once in a millennium confrontation is upon you! Using the powerful spells and potions entrusted to you by your Druid ancestors, battle gargoyles, the Undead, fire-breathing dragons...*and* if you survive, the all-powerful Warlock! Combining strategy, intuition, and sorcery, you must be the first to locate six ancient runestones-and save all creation from unraveling! Afraid? He already knows that.




The evil unfolds...(516) 624-9300




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TRIMARK

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**BATMAN FOREVER™ THE VIDEO GAME SEPTEMBER '95**

# Soccer 'Round the World

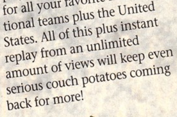



SPECIAL FEATURE

Worldwide Soccer

Are you ready for a Sega Sports title that will catch the attention of even the most die-hard couch potato? It's the best soccer game we've ever seen. And it's definitely one of the best Sports games we've played. This is bold talk, coming from jaded video game mag editors like us, but we gotta say it 'cuz *Worldwide Soccer: Sega International Victory Goal Edition* is the definitive Sports title on the Sega Saturn. Never have we seen a Sports title look so real or play so smoothly. A roving, zooming camera keeps you on the field, in the middle of the action. Player control is mastered without complex button combinations. An option-rich menu gives you complete command over your gaming.

You know something is different about this title as soon as you start it up. The introduction graphics are superbly rendered and run with lifelike fluidity. Moving through the five game-play modes and their selections, you are given more than enough information to get into the type of game you want to play. And once you hit the field, you can change the view on the fly for 12 dynamic play perspectives in all. Look for all your favorite international teams plus the United States. All of this plus instant replay from an unlimited amount of views will keep even serious couch potatoes coming back for more!



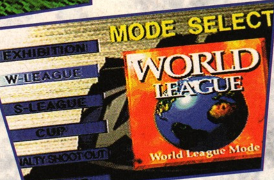

**Publisher**
Sega Sports

**Controller**
Sega Saturn

**Players**
One to Four (with Team Player)

KIDS TO ADULTS K-A AGES 6+

**Q: Where did Melrose Place's Andrew Shue play professional soccer?**

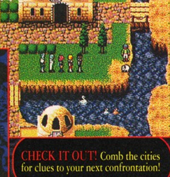





PREPARE FOR THE FINAL BATTLE!

PHANTASY STAR IV™















Forget the strike. Sega Sports' *Grand Slam Baseball* for Sega Saturn is a major-league hit. This revolutionary title puts video Sports in a whole new light with 3-D players, 360° stadium views, crystal-clear digitized voice, and scaling that gives the game visual depth. The play is harder-hitting and much faster. You can pitch, coordinate your outfield, throw to base, and tag a runner out in less time than it takes the pros—so can your opponents. The icing on the cake: incredibly short load times. Your Sega Saturn accesses this speed-and-graphics powerhouse faster than a Kenny Lofton steal.

## Pride of the Sega Saturn

*Grand Slam Baseball* is the Babe Ruth of video hardball: It's hefty (in graphics, options, and digitized voice), but it packs all the power and speed you need for a realistic, thrill-packed game. You can slam it out through an entire pennant race, pit two teams against each other, or hone your slugging skills in a home-run derby. If you want to test yourself against the best straight off, load up an all-star game. As for coaching, *Grand Slam Baseball* presents enough team-edit choices to satisfy any control freak.

The remarkably fluid camera pans follow the ball from behind home plate to deep in the outfield and back. Individual images are equally impressive. Just watch the batter's foreshortened shadow move and scale with him. Factor in a high-energy rap tune at the front end and spectacular play-by-play speech, and *Grand Slam Baseball* will have Sports gamers drooling.

**Publisher**
Sega Sports
**Controller**
Sega Saturn
**Players**
One or Two

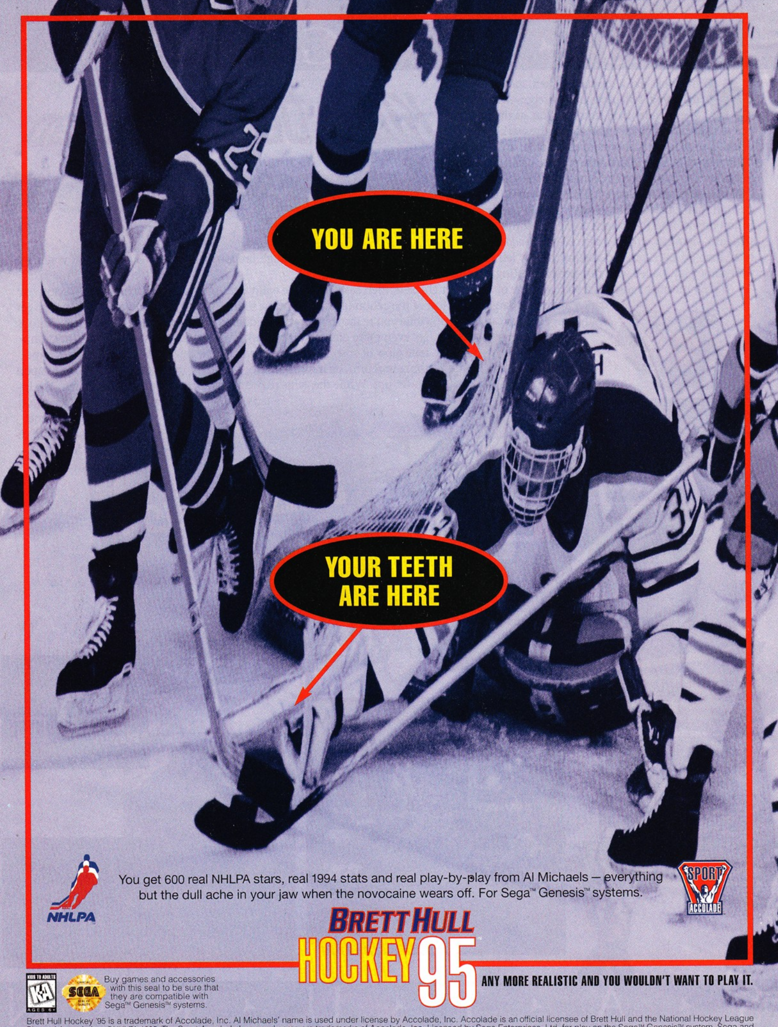
NYR Not Yet Rated

Controlling an entire team has never been so intuitive.

He's safe!

Looks like the ol' curveball threw lefty here off his game.

**Q** What team won the first World Series?



YOU ARE HERE
YOUR TEETH ARE HERE
You get 600 real NHLPA stars, real 1994 stats and real play-by-play from Al Michaels — everything but the dull ache in your jaw when the novocaine wears off. For Sega™ Genesis™ systems.
NHLPA
SPORT ACCOLADE
BRETT HULL HOCKEY 95
ANY MORE REALISTIC AND YOU WOULDN'T WANT TO PLAY IT.
KIDS TO ADULTS K-A AGES 6+
SEGA
Buy games and accessories with this seal to be sure that they are compatible with Sega™ Genesis™ systems.

# Killer Death Chicken Motorcycle Robot

What looks like a robotic chicken, moves like lightning, and packs more firepower than a Sherman tank on steroids? You, as the pilot of a slick intruder vehicle in *Deadalus*, the working title of a smokin' new Shooter by Sega of Japan. This hot first-person Sega Saturn title pits you against Deadalus, the mother brain controlling the solar system. The game features a full-motion-video introduction that equals anything we've seen in a science-fiction movie. And the sounds are Sega Saturn standard—in other words, it's excellent. *Deadalus* is more than 30 levels big and filled with truly lethal robotic sentries, each armed with enough firepower to flatten your shields. If you like your game play loaded with first-person blasting, you will love *Deadalus*.

If your intruder vehicle is a sci-fi analogy of a thunder chicken, then *Deadalus* is the equivalent of cyberhell. Each floor is successively darker and more dangerous. Most of the action takes place in the rooms, which gives you a little chance to get ready. But enemies can sneak up while you're moving down corridors as well, so no place is really safe. Things get even more difficult in the dark levels, where you battle by the indeterminate glow of emergency lights. Scorch an enemy, and you usually get something in return, be it more ammo, a gate key, generator recharges, or weapon power-ups. While the game may undergo a last-minute name change, the intense game play is ready to roll. We'll keep you posted as to the final name and release date.

Everything you need is onscreen. The map in the upper left corner is especially helpful in determining where you've been.

Don't touch that dial; there's nothing wrong with your TV. You've just taken a hit that's temporarily scrambled your circuits.

DEADALUS

SPECIAL FEATURE

Look for computer consoles, from which you can download complete level maps.

Now tell us it doesn't look a little like a chicken, with lasers and vulcan cannon for wings.

**Publisher**
Sega of Japan

**Controller**
Sega Saturn

**Players**
One

NYR Not Yet Rated



The red areas of any given floor are active and will bring down your shield strength in a big hurry.




Enemies may appear dead center, but your fire may go a little left or right, depending on which arm is firing.

You launch from this base with three other ships. They don't make it in. You do.

AN THAT. YOU WISH YOU WERE ME. I GOT IT GO
HEY CHARLES, NO ONE'S DOPER THAN ME. I'M SWATT
OTS. I'M DROPPIN' HOOKS. I'M SWEEPIN' BOARI
WN THE PAINT. I'M THREADING THE NEEDLE FRO
ERYWHERE. CHARLES, I'M GETTIN' TIRED OF MAKI
U LOOK SO BAD. I'LL TURN YOU INTO A
STER THAN YOU CAN SAY "HEY WH
?" MAN, I'LL HAVE YOU FOR BREAKF
NNER YOU BUCKETHEAD. YOU COULD
CKSTRAP IN A SUITCASE. I'LL FREEZE YOU OUT OF T
FENSE. COME ON, GIVE UP THAT ROCK. OR DO I HA
PICK YOUR POCKET AND REVERSE SLAM THAT BA
ME? YOU CALL THAT DEFENSE? A 92-YEAR-OLD WI
PLASTIC HIP AND FAKE TEETH CAN GUARD ME BETT
AN THAT. YOU WISH YOU WERE ME. I GOT IT GOI
. HEY CHUCK, YOU THROW ENOUGH BRICKS TO BUI
THREE-STORY MANSION WITH A DETACHED TW
R GARAGE. ALRIGHT, SO WHAT IF YOU GOT THE PI
W WHAT ARE YA GOIN' TO DO WITH IT? I'LL STR
AT ROCK OUTTA YOUR HANDS AND SHOOT NOTHIN' B
T NOTHIN' BUT NET. A BEHIND-THE-BACK PAS
YOU HAVE A HARD ENOUGH ' GAS. D
ENTION HOW GOOD I LOOK? WHERE YOU GOI

# "JUST SHUT UP AND JAM."

Shut Up and Jam 2 is all the trash talkin' you could ever want. The animations are dope. You've got twenty-five ways to slam. Behind-the-back passes. Double-clutches. Alley-oops. 10 players to pick from and zero refs. And it's the only video game in the world with Sir Charles himself. Enough talk. Get Shut Up and Jam 2. Then drive it to the hole.



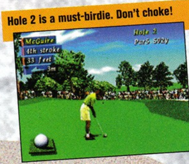
KIDS TO ADULTS K-A AGES 6+

OFFICIAL SEGA SEAL OF QUALITY

SPORT ACCOLADE

GENESIS BARKLEY SHUT UP AND JAM 2

# DUFFER'S DELIGHT



Hole 2 is a must-birdie. Don't choke!

**Publisher**
Sega
**Controller**
Sega Saturn
**Players**
One to Four

Here's a video golf game that in many ways surpasses the real thing. Thanks to the Sega Saturn's triple 32-bit RISC processing power, Sega's *Pebble Beach Golf Links* gives you sound and 360° 3-D graphics so sophisticated you'll have a hard time believing you're not on the fairway. You also get a host of benefits not offered by any real course (not to mention any other video sim): lightning-fast disc access that makes a game go much faster than real time, the crisp digitized voice of Pebble Beach legend Craig Stadler offering pointers, and enough options that you can hone your technique without leaving the couch. Learn the finer points of stance, club selection, and overall strategy with *Pebble Beach,* and you'll blow them away on the course.

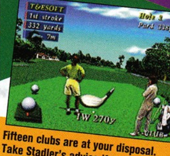
## Put Your Money Where Your Mouth Is

The truly confident gamer can dive right in to a high-stakes Skins game without benefit of instruction or course overview (you can retain a subservient caddie if you wish). Mere mortals would do well to take a few Practice rounds with computer-aided aim. Finesse your address, wind adjustments, stroke power, and club knowledge. When you're ready to test yourself, try your hand at Stroke Play, Tournament Play, or the Pebble Beach Open itself.

In addition to the coaching value, *Pebble Beach* delivers graphics and sound like you've never seen on any other piece of hardware. Trees, bunkers, and creeks are almost as vivid as if you were on the course. Throw in digitized voice and live-action cinematics, and you've got the most convincing golf sim around.

## Hot Hints

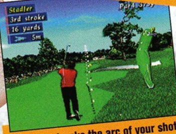
- ✓ Choose wood for long-distance shots.
- ✓ Select a long iron or 3-wood for the first stroke on hole 1.
- ✓ On the second stroke of hole 13, angle to the right to compensate for the slope.
- ✓ Select an iron when accuracy is paramount.



Fifteen clubs are at your disposal. Take Stadler's advice if you're unsure.

Pebble Beach institution Craig Stadler describes the course before you play and gives you a spectacular overhead view of each hole.

Assessing the slope is especially important once you're on the green.



The game tracks the arc of your shot so that you can see exactly where things went right or wrong.

## Green Talk

| | |
|---|---|
| Dogleg | A hole with a sharply angled fairway. |
| Drive | The tee shot on a par 4 or par 5 hole. |
| Fashion | As if you cared. |
| Follow | A stroke into a tailwind that maximizes the distance the ball travels. |
| Honors | Teeing off first as a result of winning the previous hole. |
| Undulation | The wavelike contours of the fairway and the green. |

Pebble Beach Golf Links

SPECIAL FEATURE

# 24 HOURS IS THE BEST WE CAN DO.




Welcome to Sega Channel. The all day, all night video game channel. It's up to 50 games a month pumped into your humble abode. Get secret codes, insider tips and test drives of the newest games around. Play what you want, when you want, for as long as you want, for one low monthly price. Call your cable company or (402) 573-3637. About time, don't you think?

This official seal is your assurance that this product meets the highest quality standards of Sega.™



# Phantasmal Fighting

Supernatural combat enters a nightmarish new dimension on the Sega Saturn with Sega of Japan's *Van Battle*. Amazingly detailed 3-D characters; creepy, fluid animation; and views that zoom in and out of the action add up to one of the most freakishly beautiful Fighting titles ever. The 12 battlers range from horror classics, like Medusa and Frankenstein's monster, to some bizarre originals. Heart-Horn-Heat carries his severed head at his side when he isn't flinging it at enemies. Chili and Pepper are fiery-haired twins practically joined at the hip. They use each other as weapons (but they don't rap).

The locales are as eerie as the characters. You clash in settings like the Floating Islands, in which fighters can impale each other on landmasses suspended in the sky, and the Palm, in which combatants struggle on platforms of giant stone hands. With special moves as fast, gory, and wild as the artwork is otherworldly, *Van Battle* is an absorbing Sega Saturn experience.




Frankenstein's enemies can feel a little light on their feet when he moves in close.

◀ Chili likes to throw a little Pepper in their opponent's face. To spice things up, press Down to Toward, then press Button A.

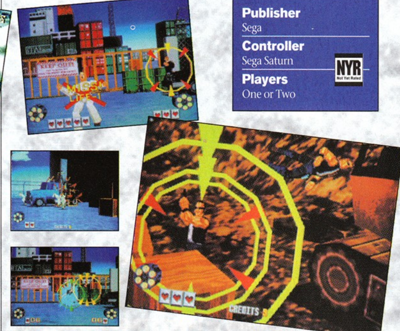
Kaf-Ka drives Chili and Pepper bats when you press Away, Down, then Button A.

**Publisher**
Sega of Japan
**Controller**
Sega Saturn
**Players**
One or Two
NYR Not Yet Rated

# Virtua Cop Has You Dead-Bang

Freeze, sucker! Up against the arcade machine…or is it a Sega Saturn? When you play *Virtua Cop* on the Sega Saturn, we're betting you won't be able to tell the difference. The take-home version of *Virtua Cop* features the complete arcade game, plus game modes you won't find anywhere else but on the Sega Saturn.

*Virtua Cop* is set up for use with a control pad or a new light gun, which is reportedly under development. The game moves you through one of three scenarios filled with ups and downs, moving vehicles, and explosions galore. You have an option in crime busting: one shot simply wounds the bad guys, taking them out of action. Two shots do them in. If you haven't experienced the lock-on targeting, true-to-life action, dizzying camera angles, and rapid-fire fun of *Virtua Cop*, you haven't felt the power of Sega-style virtua gaming. Look for *Virtua Cop* on Sega Saturns everywhere soon.




**Publisher**
Sega
**Controller**
Sega Saturn
**Players**
One or Two
NYR Not Yet Rated


BEYOND OASIS
BLOB OUT! Make short order of bilious blobs and evil trolls with Prince Ali's weapons, punches and kicks – or dig deeper to discover HIDDEN SECRET MOVES – a SEGA™ first!
ROCK ON! You'll need more than sticks and stones to battle the Rock Boss. Count on the four Wild Spirits to back you up – especially the superhot Efreet the Fire Spirit!
FIRE UP! Wrap your brain around mind-boggling puzzles that lead to close encounters of the fire-breathing kind – then save up to 4 games with battery back-up!
SEGA™
SEGA
GENESIS
BEYOND OASIS
Largest Adventure Game EVER for Genesis!
KIDS TO ADULTS
K-A
AGES 6+
OFFICIAL
SEGA
SEAL OF QUALITY
KIDS TO ADULTS
K-A
AGES 6+
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STEACY-95
THE ULTIMATE ADVENTURE AWAITS!

# A Boy and His Bird

Side-scrolling Adventure games are undergoing a revolution, and *Astal* from Sega of Japan for the Sega Saturn gives you a taste of things to come. With vivid anime-style art, scads of glorious color, and scaling that's out of the galaxy (enemies attack from the midground and background), *Astal* could just make Adventure gamers very happy folks. The story deals with a young fellow whose princess is taken by mean and nasty folks. Astal, who has been taken prisoner, escapes into the cold, cruel, and truly bizarre world to save her. (Hey, we never said the story was original, but the game kicks anyway.) He's assisted along the way by his bird…a little blue guy with a vicious beak. There's some terrific stuff that might be coming to America's Sega Saturn, and this amazing side-scroller is a possible contender.





**Q: What was Sega's first side-scrolling Adventure?**






Coming to America?

**Publisher**
Sega of Japan
**Controller**
Sega Saturn
**Players**
One
NYR Not Yet Rated

Coming to America?

# Orbital Surf and Destroy

Some very strange—read: strangely cool—stuff comes from Japan, especially when new systems are released. We've been playing *Gotha* by Sega of Japan for the Sega Saturn, and we think this one hits that mark. *Gotha* is a graphically detailed, high-atmosphere war sim. You select different types of combat ships and send them into a series of big, big battles against that most dreaded of adversaries, the enemy.

One of the cooler features of *Gotha* is that you carry out combat maneuvers in first-person perspective, ship to ship, then watch the damage in both overhead and first-person replay modes. You choose from a wide variety of ships, and more become available as you move forward in combat. With realism always an important feature in sim titles, *Gotha* is a major step forward in the battle-game category. Look for more on *Gotha* in an upcoming issue of *Sega Visions*.

**Publisher**
Sega of Japan
**Controller**
Sega Saturn
**Players**
One
NYR Not Yet Rated



GOTHA
SPECIAL FEATURE




**A: Fantasy Zone for the Sega Master System**

Last year *Mansion of Hidden Souls* drew rave reviews on the Sega CD in America and wowed crowds in Japan as *Yumemi Mansion*. It was an adventure into the opulent domain of the Hunter, a being who trapped wayward folks in his mystic mansion and turned them into butterflies.

The moon is full again and the Hunter is back, this time on the Sega Saturn in the new Japanese hit *Yumemi Mansion II*. This time the mansion is bigger and better, featuring the Sega Saturn graphics and sound quality that is rapidly defining video game standards. *Yumemi Mansion II* promises many new puzzles, a ton of intrigue, and the kind of chills you get when you realize that this nice entity who sets souls free as butterflies also pins those butterflies to cardboard as trophies.

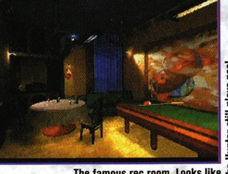
While there are no announced plans to bring this hot new title to America, you just may see *Mansion of Hidden Souls* on Sega Saturn by the end of the year.

**Controller**
Sega Saturn
**Players**
One
NYR Not Yet Rated

TAROT CARD

The tarot figures prominently in *Yumemi Mansion II*.


Looking into picture frames is a good way to find clues. This particular image offers timely advice.


The famous rec room. Looks like the Hunter still plays pool.

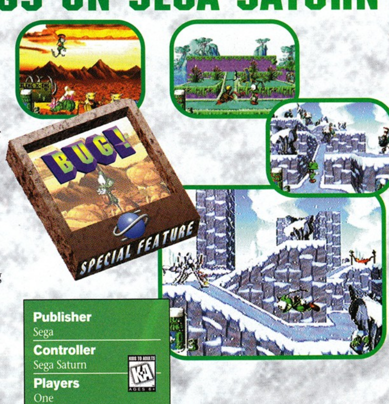
# SPLATTER STINKBUGS ON SEGA SATURN

## BUG! BREAKS NEW GROUND IN ANIMATED INSANITY

The animated antics of an egomaniacal insect are about to be unleashed on the general public, thanks to the outrageous power of the new Sega Saturn. Bug, the main character, is a seasoned actor—winner of the coveted Blippy (the interactive-entertainment equivalent of an Oscar). Now he's starring in his latest and greatest feature, a major motion interactive game—appropriately titled *Bug!*

In *Bug!*—one of the first productions from Sega of America's Away Team—gamers challenge the carnivorously creepy Queen Cadavera. A spectacular cast of wacky, computer-rendered, 3-D characters and amazing new play mechanics highlight this six-act, 18-stage orgy of animated mayhem. Facing off against stinkbugs, dung beetles, and all sorts of other antagonistic insects, you have to overcome evil while hocking out great gobs of lethal bug juice. There's even a stunt bug that you can call in if you get a special power-up. The stunt bug will take damage instead of Bug himself. Weird stuff.

With real-time 3-D scenarios, lavish landscapes, and ground-breaking play control, *Bug!* gives you a glimpse of the future of platform gaming. Expect it to ship around the time that the Sega Saturn launches.

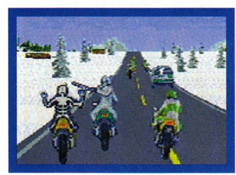



**Publisher**
Sega
**Controller**
Sega Saturn
**Players**
One
KIDS TO ADULTS K-A AGES 6+

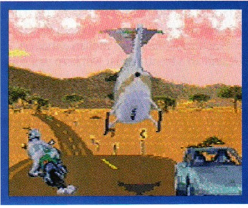


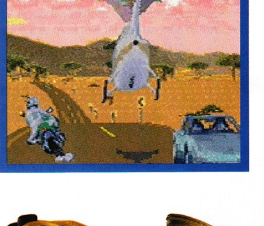
Why observe laws when you've got an all-time favorite like the club to solve your problems?

The cattle prod and six other weapons will get you pumped up for some serious nipple surfing.



Ditch these cops and they'll take to the air in their helicopters, ready to bust your chain wielding butt.

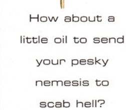






Terrorize seven international roadways and learn to say road pizza in the local tongue.



How about a little oil to send your pesky nemesis to scab hell?

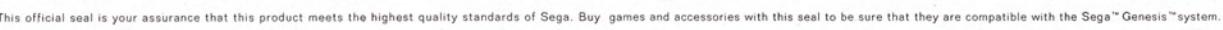


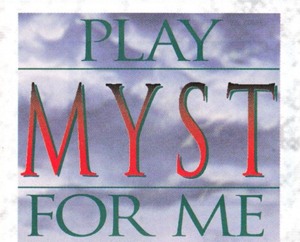

THE RASH IS BACK

If you think a couple of punches to the head blurs vision, check out the mace.

The nastiest, no-holds-barred motorcycle combat game returns to Genesis.™





# PLAY MYST FOR ME

While other magazines are raising a big fog over Sega Saturn, *Sega Visions* is cutting through the clutter to bring you the inside scoop on the hottest games for this powerhouse system. One of the biggest hits is *Myst,* the recent PC CD international megaseller. *Myst* on Sega Saturn is everything that made the PC version a hit and goes it one better with the bonus of a control-pad interface and almost no loading time. The graphics are so crisp that you'll swear you were standing on Myst Island. The sounds are indistinguishable from real life. And recorded video segments play with movie quality. The pace is unhurried. You have all the time you need to solve the game. There is no violence, only discovery and a puzzle-packed adventure that takes you through time into the history of this magical place.

*Myst* drops you onto a strange, uninhabited island after you touch a moving image in a book. Myst Island is small and rocky, covered with forest and several buildings. A ship lies at the dock. A spaceship is perched in the heights above a structure that looks like an observatory. Searches of each structure reveal hidden entrances, strange machines, mind-bending puzzles, and an adventure that will keep you compelled for many, many hours.




The round, columned building is the planetarium. The library is beyond it.

Sure, it's pretty. But can you make it fly?

## AGES OF YORE

While we're not going to give the whole plot away, we will tell you that the story of Myst Island is the tale of Adrus, an inventor of otherworldly books, and his two sons, Sirrus and Achenar. Adrus's books feature moving pictures that can transport people to different Ages, and when someone burns the library on Myst Island, Adrus and his sons are each trapped in different books. The books are missing pages, which are scattered throughout the Ages of Myst Island. You must find the pages and bring them back to the books to get the clues you need to solve the game. But it's much harder than that!

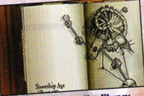
If you're a fan of *Myst,* you'll find the Sega Saturn version friendly, familiar, and easy to control. If you are new to this enchanting world, playing *Myst* is going to make your day.



The Dimensional Imager can be found in the hidden entrance off the dock. It's one of the neat special effects of the game. Use it to locate the Marker Switches.



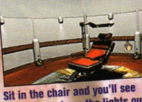
Ah, the clock tower. Notice the base and gears. Notice the wheels. They set the clock. All that seems to be lacking here is the right time.



Read the books in the library. Four have not been destroyed. They contain clues about the Ages of Myst Island.



Look around the dock. A secret entrance might present itself.



Sit in the chair and you'll see stars, if you have the lights out.



You control the rotation of the observation tower from this map.

**Publisher**
Sunsoft
**Controller**
Sega Saturn
**Players**
One



# Racing Above and Beyond the Arcade

No question. *Virtua Racing* was the pinnacle—it was an instant classic in the arcades. It offered Racing unlike anything else out there with polygon-packed speed and style. Now Sega Saturn gamers get their chance to take a major step beyond the original with *V.R. Virtua Racing* from Time Warner Interactive. In addition to the full arcade version, you get a Grand Prix mode with four more cars, seven more tracks, 15 competitive teams, and a ten-round world championship. Practice mode gives you the run of all the autos and tracks so that you can learn all the new turns, gearing ratios, and top ends of each machine. Between the all-new cinematics and the solid commentary lies one terrific game, and that's what Sega Saturn owners can come to expect. Time Warner Interactive was kind enough to let us show you this work in progress. Rumor has it that the programmers have come up with new techniques that make this already fantastic game even better to look at. Look for more info in a coming issue.




**Publisher**
Time Warner Interactive
**Controller**
Sega Saturn
**Players**
One or Two

NYR Not Yet Rated

## Insignificant (But Fun!) Goodies

Tiki gods stand watch over the Amazon Falls track. Knock off the schnozzes, but beware: Their big noses become roadblocks.

Smack a palm tree, and coconuts bound all over the asphalt. They remain where they land until you tag them again in later laps.

Watch for kangaroos and those darn surf punks with their long-boards.

Change your team and machine colors.

Go for air time on some of the tracks. A couple of dem babies fly.

Check out the rippin' 3-D art.

You'll know what flying is as you travel the Pacific Coast track in your F1.

You'll feel like you're on slots driving this Go Kart on the Amazon Falls track.

**Q: How many headsets does Sega's Consumer Service division go through in an average month?**

Step back into history as you power your Vintage 1960s Formula through the Alpine's hairpin turns.

Drive like the devil through Diablo Canyon in your Sports Coupe.

Select from five high-tech motor vehicles. You can pivot the car in front of you 360° by holding down your Right or Left Shift.

Modern racer in a modern city: Take the Sports Prototype through Metropolis at speed. It's a gas.

### V.R. by the Numbers

| | Tracks | Cars |
|---|---|---|
| Arcade | 3 | 1 |
| Genesis | 3 | 1 |
| Genesis 32X | 5 | 3 |
| Sega Saturn | 10 | 5 |






# A Saga of Ancient Warlords

Legend says that thousands of years ago, a cruel despot ruled China, the country was enveloped in turmoil, and 11 warlords clashed for control. This Chinese myth is the inspiration for *Dark Legends,* a brutal, bloody new Fighter from Data East for the Sega Saturn. You play as any of the 11 warlords, taking on the others one by one in hand-to-hand, weapon-to-weapon battle until you confront the sadistic Imperial Throne himself. The structure may sound familiar, but thanks to the Sega Saturn's triple 32-bit power, the game play is not. In addition to the standard kicks, punches, and blows, the fighters wield an arsenal of traditional Chinese weapons. Gory special moves are at the disposal of each ambition-mad warlord.

Fighters' basic moves include six unarmed leg and fist attacks. The blood really flies when you throw in a scimitar, machete, or mace. Lure in your opponent with a feint, block him, then knock him off his feet (or knock his feet off) with a flurry of slashes. For a taste of *Dark Legends,* take a look at these gorgeous screens. The game should be hitting the shelves soon. Expect graphic Fighting action, impressive speed, and a touch of humor here and there. It should slake the bloodthirst of any battle maniac.

**Publisher**
Data East
**Controller**
Sega Saturn
**Players**
One or Two

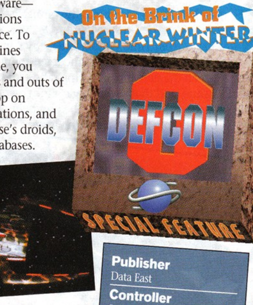
NYR Not Yet Rated





# On the Brink of Nuclear Winter

It's 30 seconds till midnight, a heart-stopping moment before the planet Duat is awash in nuclear devastation. It's *Defcon 0* for the Sega Saturn, a rich, complicated Action/Strategy title from Data East. You're a cybernetics information technician for the mining conglomerate Tyron Resources, assigned to install a computer defense system at its corporate base. The entire planet is vulnerable—the original system had to be disabled so that you could upload the new software—and rival corporations are quick to pounce. To protect Tyron's mines and your own hide, you must learn the ins and outs of the base, eavesdrop on classified conversations, and coordinate the base's droids, weapons, and databases.




**Publisher**
Data East
**Controller**
Sega Saturn
**Players**
One

NYR Not Yet Rated

The weird, otherwordly 3-D-rendered graphics make learning your way around the base a compelling task. *Defcon 0* also draws you in with the intricacy of your mission. This is no simple space shoot-'em-up. Sniffing out the enemy and deploying your army of droids effectively is only half the battle. You must also allocate scarce resources, navigate the arcane online network, and finish upgrading the defense software—quickly. Hard-core military strategists and plain old control freaks should keep their eyes peeled for *Defcon 0.*














# Get a Grip!

The galaxy's newest superstar
is only on SEGA!

# Ristar™





**Have 'em seeing stars!** Stretch your long elastic arms and head-butt space enemies before they star-dust you!




**Swing out!** You've got to save seven different planets, so there's no time to hang out! It don't mean a thing 'til you start to swing!







**Meet 'em and feed 'em!** To save the planets you'll have to get past this guy- and the only way to his heart is through his stomach! Keep those pizzas coming!

## Only on Sega™ Genesis™ and Game Gear™!



**Reach for the stars on Game Gear™!** Ristar may be new at the superhero biz, but he's got attitude to spare- not to mention a universe to save!



# Crystallizing Creativity

**One of the world's most innovative game companies looked under the hood of the Sega Saturn and saw the future of video games.**

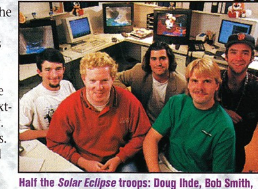
From the moment you walk through the door in the gracious, almost stately ivy-covered stone building in Palo Alto, you sense that this place is different. More electric. More advanced. Populated with young and intensely bright designers and technicians, the whole company is built around a common love of gaming and technology. These are the people who genuinely smile as they describe every nuance and innovation they're feverishly packing into their titles. These are the people who aren't trying to get a handle on the current trends in video games but are instead defining them.

For the last few years, the industry, the analysts, and the gamers of the world have been keeping a very close eye on Crystal Dynamics, a company that was built on the premise (and promise) that the best talent and the best technology would conjure completely new experiences on the next generation of game machines. It's no surprise that they decided to devote substantial resources to developing games for the Sega Saturn.

Crystal Dynamics has already made its name as a bold and innovative pioneer in the brave new world of next-generation technology. Now it's making games. For the most advanced system available.

SPECIAL FEATURE

The *3D Baseball* team: (top row) Mark Burton, David Kirk, Andy Trapani; (middle row) Sam Player, Sam Dicker, Richard Anderson, Jeff Kesselman; (bottom row) Cynthia Hamilton, Bill Willis, Mike Provenza.



Half the *Solar Eclipse* troops: Doug Ihde, Bob Smith, Andy Trapani, Stephen White, and Andrew Woodbury.



The other half of the *Solar Eclipse* troops: (clockwise from left) Terry Falls, Dan Brazelton, Eric Lindstrom, and Juan Ruiz.

Photos by Doug Peck

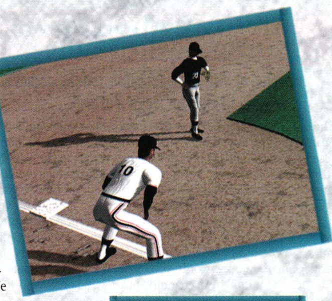
## The Virtua Fighter of baseball games?

## 3D Baseball Reinvents The Sports Sim



Just when you think that video game designers have pushed the possibilities of re-creating baseball on the small screen to the limit, somebody like Sega Sports or Electronic Arts comes along and redefines the video game baseball experience. Now Crystal Dynamics has harnessed the incredible capabilities of the Sega Saturn to create a baseball title that goes beyond anyone's expectations.

*3D Baseball* takes to the field with teams of fully articulated, texture-mapped polygonal characters, much like the fighters that have astounded everyone in *Virtua Fighter*. Using advanced motion-capture technology (they filmed actual big-leaguers in action), Crystal Dynamics has created a cast of highly detailed computer-generated ballplayers that dash about the diamond with some of the most fluid, realistic animation ever seen in a video game.



The design team also created a series of three-dimensional stadiums, all of which can be toured onscreen prior to a game. Controllable floating camera angles allow the player to swoop through each stadium and view the action from all over the field.

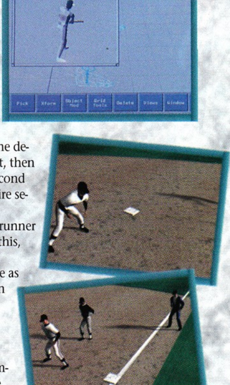
"What we realized with the Sega Saturn," says David Kirk, coproducer of the title, "is that we had an opportunity to create a fully 3-D game. So it's an entirely 3-D world, and the player models are articulated, jointed 3-D characters. Because of the texture-mapping power, we can put very detailed textures on the players, and make muscle definition, body shape, wrinkles, shadows—all of the textures you'd see in real life.

"The other thing we take advantage of is motion-capture to get realistic movement from real players. That enables us to give accurate quality of motion. We can make a run or a swing or a slide or a catch look and feel like it's done by a real person, which is very, very hard to do with conventional animation. Using motion-capture, we can do in seconds what would take an animator days to render. It's also so detailed and so precise, we can capture personalities of players—the quirks and the particular little motions they make. We can integrate these into the game play."

All this, of course, is the icing on the cake, and Sports fans—especially those who've been disappointed by the current spate of gorgeous but marginally playable "multimedia" titles that have been proliferating on PCs—might logically wonder if all this eye candy comes at the expense of actual play value. Fortunately, *3D Baseball* delivers.

"The pitfall to many 3-D-modeled and motion-captured games," says Kirk, "is the issue of whether you're watching or playing the game. If you string together a bunch of motion-captured sequences, then you're just watching the game. The idea behind our Real Motion Control technology is that it's a mechanism to connect real motions and motion choices, directly under player control. You want an immediate response. We've invested a lot into the technology that lets you smoothly blend these motions so that the control is always responsive."

"One of the things we realize here," says Andy Trapani, the game's other coproducer, "is that game play is the most important thing. We're pushing hard to make this the best-playing baseball game as well as the best-looking baseball game. We have a lot of game-play experience here. I myself have played baseball games on every platform, dating back to the 2600, through the Intellivision, through Colecovision. Our goal here is to make it a great-playing game."



Superb control and game play is being achieved through a number of technological and design innovations. Real Motion Control is a technique for blending the animated action. Hundreds of individual animation sequences were created for the players, ranging from swings to slides to player quirks (like twisting a cap or patting a shoulder). Using proprietary software tools, the designers then created a program that looks at the end of one sequence and the beginning of the next, then fills in the action in between. The result is a game in which you can control your character from second to second, making him swing, run, slide, and jump back up, while the Sega Saturn displays the entire sequence seamlessly and instantaneously.

"You'll see real-time things happening," says Trapani, "not canned sequences. You'll see your runner diving back to the base. And you'll see it in multiple camera views. In a true 3-D environment like this, you can pretty much do whatever you want with the camera."

The game emphasizes all the things you haven't seen in a baseball title. This could be as simple as controlling a headfirst or feetfirst slide (and actually having that impact game play), or scaling in on game action you're actually controlling (as opposed to a canned sequence), or trading players and saving the new team. You'll also be able to adjust all the stats, so you can make the Sega Saturn (or your real-life opponent) as tough or as easy an adversary as you'd like.

*3D Baseball,* of course, has all the features that a true vid jock demands from a title: MLBPA license (real teams, real players, real stats), full season/partial season, and the manic play-by-play commentary of CNN sportscaster Van Earl Wright. They'll probably leave out the player's strike, but we can all live without that.

# Monty Python Meets Medieval Magic

## Dragons of the Square Table twists gamers' brains on Sega Saturn.



The inspired lunacy of Monty Python rams its crazed, quirky, Spam-ingesting little head smack into the middle of Arthurian legend in this beautiful, offbeat adventure game. In this world, dragons are benevolent creatures who snack on crystals, while humans are covetous little wretches whose lust for those crystals will plunge the peaceful kingdom into darkness and destruction.

*Dragons of the Square Table* is the first Graphical Adventure game for Sega Saturn. Players who have taken on these sorts of titles know that they are largely games of wit and inventory management. In other words, you cause an intricate animated adventure to unfold by overcoming puzzles and obstacles. Finding solutions involves conversation, exploration, experimentation, and the creative application of inventory items you find or earn throughout the story. Often, the key to unraveling these puzzles is the ability to think like the game's designer. Since the designer is Terry Jones, the crazed cofounder of Monty Python and director of the cultishly controversial classic *The Life of Brian,* you've got your work cut out for you.



You play as Flicker, a young dragon who splits his time between concocting contraptions and training to be a squire. You uncover an insidious plot by the humans but can't get the other dragons to take you seriously. Thus begins a series of puzzles, predicaments, and misadventures that will strain your brain while tickling your ribs.

The game is divided into "rooms"—hand-painted settings where Flicker must search for objects and devise ways to overcome obstacles. Each room is multilayered and three-dimensional, allowing you to sniff out every nook.

The interface allows you to cycle through different actions—talk, take, use, and so on—so you can control Flicker's interaction with his environment. More than 3,000 frames of animation and five hours of recorded voice-overs bring the cast of 40 or so unique characters to life, according to David Sze, the game's producer.

Expect to see bizarre and hilarious twists on every Adventure convention known to gamer. The CAT-a-pult arcade sequence, for example, requires you to launch a live cat at shooting-range-style targets, all suitably done up in a castle facade.

If you haven't tried a Graphical Adventure before, this is an excellent place to start. The gaming experience of Crystal Dynamics coupled with Terry Jones's offbeat brand of hilarity will keep you laughing as hard as you're thinking.





# Fully Loaded Shooter, Sega Saturn–Style



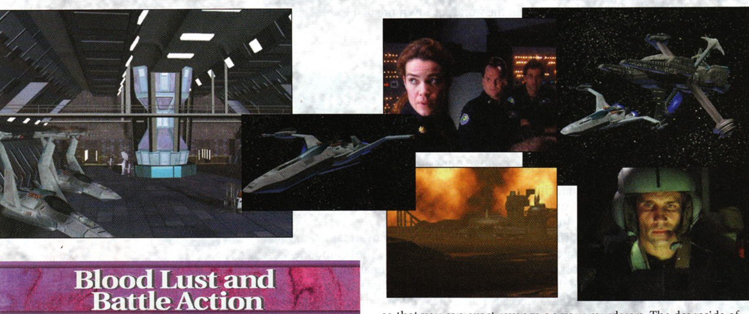
## Solar Eclipse delivers dizzying arcade action in space.

If you're wondering how the Sega Saturn will handle a frantic, flat-out, first-person flight through richly textured canyons, caverns, and even asteroid fields, *Solar Eclipse* is the title to take out into space.

*Solar Eclipse* plunges players headlong into the deepest reaches of the universe in a 3-D Shooter that unleashes the awesome power of the Sega Saturn. You play the part of Jake Cross, an experienced space pilot with a checkered past and a lot of brutal battles ahead of him. You and a team of pilots have been sent out to check into a potentially hostile situation on one of the moons of (you guessed it) Saturn. You have to battle your way across eight planets in your quest to unravel the sinister secret of the Grid.

In addition to a screamingly fast frame rate, *Solar Eclipse* features fully texture-mapped backgrounds and more than 40 minutes of spectacular full-motion video sequences starring Claudia Christian of "Babylon 5." Much of this video is seamlessly integrated into game play, as the camera angle switches from your point of view to exterior shots of your ship and tracking shots that go all over space. More than 400 communications sequences enhance the realism of the game, as well as giving you valuable battle hints.

Again, though, the rich nature of the 3-D-rendered animation exists as a spectacular second-place feature, overshadowed by the intense depth of game play. Above all, this is a Shooter. But it's the sort of Shooter you could see only on the Sega Saturn.



# Blood Lust and Battle Action

## Legend of Kain explores the dark side of adventure gaming.

There's no princess to save, no prospect of glory, no hope for peace. The evil you must face lies as much within the tortured depths of your soul as it does in the dark forces that gather in the gloom. And your very survival demands that you feed upon the innocent blood of others.

Make no mistake: *The Legend of Kain—Blood Omen* is a very mature, very complex tale of revenge and heroism that forces you to face morally compromising consequences as you set out to battle a greater evil. In every way imaginable, this is not your standard sword-and-spellbook saga.

For one thing, you get killed at the very beginning of the game. You make a Faustian deal with a dark being who returns you to life so that you can exact revenge on your murderers. The downside of the deal, though, is that you've come back as a vampire. And you cannot survive without blood.

As a vampire, you can morph yourself, taking on the forms of wolves, bats, or mist. These forms give you different abilities in battle and exploration. There is also an intricate and potent spell-casting system that allows you to store up spells and unleash them at will.



The way the story unfolds makes it different from most Adventure games on the market.



Because of the massive storage space of a CD and the advanced sound capabilities of the Sega Saturn, the designers were able to use actual voice-overs —more than 20 hours' worth—to narrate your progress and add voice in character conversation. Text descriptions will be available as an option, but you can play with voice only, enhancing the engrossing nature of this dark fable. The story was scripted by Dan Chichester, a comics veteran who has worked with Marvel and adapted Clive Barker's work.

Beyond all the design innovations, spectacular art (25 minutes of the most dazzling and sinister 3-D animation you've seen, including a swooping flight through a mist-shrouded village up to a terrifying, skull-shaped fortress), and intricate story lines, however, is the red meat of this ominous adventure: the combat.

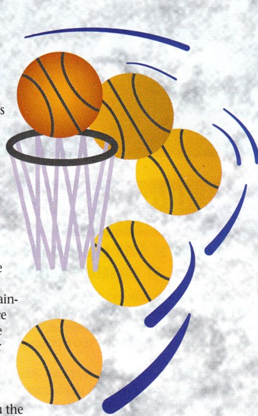
This is real blood-drenched, bone-jarring, back-breaking, live-by-the-sword-and-die-by-the-fangs stuff. Double-taps and combos unleash awesome assaults on bloodthirsty enemies. Swords swing, spells crackle in the air, and helms and skulls are cleaved and hacked by massive weapons wielded by brawny limbs. Fully controllable, on-demand dynamic camera movements keep the battles raging as the point of view shifts.

"The ultimate objective of the game is to defeat the final evil and rid yourself of the curse of vampirism," says Jim Curry, product manager for the title. "But to get there, you have to face an awful lot of combat."

This is a dark, dangerous departure from the worlds of adventure that gamers have grown up with. It's a scary, journey into a land shrouded in evil and a soul wracked with remorse.

## Big Players, Big Action

### Basketball '95 flaunts full-court action from a new perspective.



How big is your TV screen? Big enough to handle the action of up to ten—yes, ten—players in a basketball game that features sprites almost half the height of your screen? If not, start shopping, because *Basketball '95* strains the limits of b-ball game play.

This game is as close as you can get to actually controlling a game while you watch it on TV. The behind-the-basket perspective gives you a sensational, high-angle view of the action. The instant-replay feature lets you move the camera view all around the court, zooming in on the area you want to see the most.

The size of the sprites is amazing by any standard. They're easily twice as large as the sprites most gamers are used to, according to the game's producer, Bill Mitchell. Players scale up and down as they charge the court, remaining clean, crisp, and colorful. This is especially nice, since the rotoscope technology provides for real, recognizable images of actual players. The control follows whichever player has the ball, but a special franchise-player mode lets you control your favorite play, even after you pass off the ball.

Innovative stat graphics and type banners give you the impression that this game is actually being telecast on TV. This feeling is heightened by the voice of CNN commentator Van Earl Wright.

The game supports Sega Saturn's 6Player multiplayer tap, so up to ten players can go five-on-five. A major license is in negotiation, so watch for more news on this title.

# Off-Road and Over the Edge

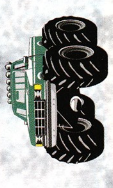
## Can you find true happiness in a heavily armed, extraterrestrial 4-by-4?

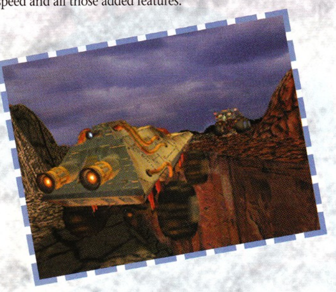
"Have you seen the grill-cam sequences?" asks Jim Curry, the product manager for *Off-Road Interceptor*. "Very cool! Originally, we had a hotter physics package for that feature, but some people were getting motion sickness from watching it."

Squeamishness aside, this is one of the indications of just how realistic the futuristic driving action has become on this new Sega Saturn sci-fi vehicle sim. The crew at Crystal looked long and hard at feedback they got on a previous version of this game and set out to tune it into a massive, manic ride, via the revved-up processing power of Sega Saturn.

"You've got that much extra power on the machine," says Tim Roberts, the game's producer, "so you can get all that extra speed and all those added features."







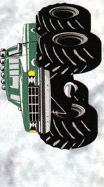


*Off-Road Interceptor* is an aggressive fast-paced, interplanetary combination of driving and shooting. Using the shell of a truck, you add far-out weapons and power-ups that turn you into a four-wheelin' engine of destruction.

Beside the "grill cam," the Sega Saturn version features enhanced graphics and control. The design team is currently shooting new video footage and adding art that heighten the sense of speed and danger.

Voice-overs have been added in the form of a "controller" who briefs you on your environment each time you're dropped into a hostile new world. The gamers at Crystal Dynamics spent a lot of time playing through each level, coming up with the best strategy tips they could think of. These are passed on to you by the controller as you make your way into the wastelands.




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SPECIAL FEATURE

# SEGA ONLINE

## THE GAMER'S GUIDE TO THE INFORMATION HIGHWAY




Cruisin' down the information highway, lookin' for some fun? There are two ways to access Sega's universe of online offerings: CompuServe and the World Wide Web. Here's the lowdown on both.




## GO SEGA ON COMPUSERVE

CompuServe is a computer-based information and communication service that lets subscribers connect to a world of comprehensive information about the latest in Sega video games and developments in interactive entertainment. The Sega forum on CompuServe (reach it by typing GO SEGA) offers bulletin boards and real-time conferencing to provide communication with developers, other gamers, and online guests.

### CHITCHAT

Previous online conferences have included guests such as Roger Hector, vice president of Sega's Technical Institute and lead designer of *Sonic & Knuckles,* and Joe Miller, senior vice president of Sega's product development. Subscribers even had the opportunity to chat with the big guy himself, Tom Kalinske, Sega of America CEO and president. Members can still log on to hear Kalinske give his version of the Sega scream (the kickoff to an online Sega-scream contest). Game enthusiasts can ask questions, post messages, offer advice, start fan clubs, and essentially have electronic meetings with gamers from around the country.

CompuServe subscribers can also access an entire Sega library of game tips, quick news bits, hints, video clips, and still graphics, plus get all the news about the interactive-entertainment community. There are even online shopping deals.

### SEEK AND YE SHALL FIND

You may decide to check out Sports Byline USA's sports commentary and hear what Ron Barr has to say, or to delve into the latest information about sports medicine. Who knows? Maybe you feel like jumping into the Members Upload area to show off some of your own graphical creations. Perhaps you need to shop for a hard-to-find game or accessory. You could even join in a conference and offer creative ideas and heartfelt opinions.

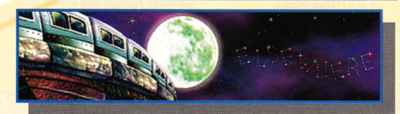
*Sega Visions* is online here, too. Each week, we upload articles, reviews, tips, codes, and readers' comments into the Sega Visions library. You can read it first on CompuServe.

For more information on CompuServe call 800-621-1253 and ask for the Sega representative.















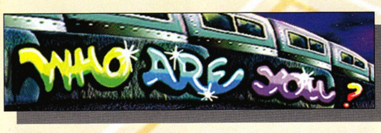














# THE WORLD WIDE WEB

Like CompuServe, the World Wide Web (also referred to as the Web, WWW, or W3) offers gamers access to Sega through a Sega site. Most computer communication services have plans to provide their members with access to the Web, so if you read this and decide you want to log on and become a Web-head, just check with your online service (Sega's Web address is http://www.segaoa.com).

The Web is a graphical navigation system available on the Internet that provides a community of online resources throughout the world—that's why it's known as the World Wide Web. It's not just another system to help you retrieve information from the Internet; it's much more. The Web has two unique characteristics: interactive multimedia and hyperlinks. *Interactive multimedia* means that the Web gives you access to a variety of media and resources. These include graphics, audio, video, photos, and documents. A *hyperlink* is an electronic pointer of sorts, helping you to jump around to each area of interest quickly. Hyperlinks are clearly marked, often boldface or highlighted words (called hypertext) that are obvious enough to be easily recognized.

## GET HYPER!

By pointing and clicking with the computer mouse, you can go deeper and deeper into a site and even hyperlink to other sites on the Web. You can virtually follow your interests—it's like owning the world's biggest collection of books, videotapes, slides, and compact audio discs.

Say, for example, you begin your Web session in Sega Sports from Sega's computer site in California. You've started looking at a cool video clip of a new baseball game, and directly below the video you notice that the word *baseball* is highlighted (a hyperlink clue). So you click your mouse on the word. The history of baseball appears from a Web computer housed at the Hall of Fame in Cooperstown, New York. Now you're scrolling through the history of baseball and you see a lot of other things highlighted. The word *anthem* catches your eye—you click on it, then *music,* then *rock-and-roll.* Who knows—you could end up leaping to a short video of the Beatles housed on a computer in England. This is just a made-up example, of course, but it gives you an idea about what it means to cruise the Web. You decide what you want to see, hear, or view.

## CYBERSPACE, SEGA-STYLE

The main interface on the Sega site resembles a village. Look closely, and you'll see graffiti-like hot buttons: Who Are You, Home Arcade, Hot New Releases, Sega Visions, Sega-Tainment, Sega Channel, Other Cool Stuff, and Sega Sports are a few of the options. Simply by clicking on any area of interest you can explore further and further into any topic.

## OH, WHAT A TANGLED WEB YOU CAN WEAVE

The Sega Web offers incredible ever-changing graphical interfaces. It's essentially an interactive publication. You get game previews with both text and graphics. You can download screen shots (GIF files) and audio (WAV files) from games like *Doom* and *Fahrenheit* to enhance your desktop. There are drawings for free games for each new game profiled, so you always have a chance of winning. The Sega Web offers tons of awesome online events, like the Sega Sports Fantasy Baseball Season Sweepstakes (the lucky grand-prize winner gets season tickets to any major-league team). Whatever you want to do, with the Sega Web site, it's at your disposal.

Sega Web offers a world of fun things to do and see!

Special Feature

Multiplatform Mayhem

# Primal Rage is Coming Home

The gorgeous (and gory) game play of *Primal Rage* is coming to Genesis, Game Gear, Genesis 32X, and Sega Saturn this fall, and the translations look sensational. We recently got our hands on a preliminary Genesis version, and everyone around the office is impressed.

Time Warner Interactive has crammed a lot into this 24-meg cart. Using fangs, tails, claws, and other reptilian appendages, each of the seven characters weighs in with a whopping 70 moves or more (plus 8 special moves and 2 or 3 fatalities apiece). Psychological warfare is involved as well. Using the original arcade code, TWI has included all the arcade modes and features (including the ability to eat people—yum!). And the stop-motion animation is out of this world.

Expect to see the Genesis and Game Gear versions in late August, with 32X cart and Sega Saturn versions in November. Enjoy this early look at some Genesis version screens, and, of course, keep your eyes peeled for a complete review in a future issue of *Sega Visions*.



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# Me and My Shadow

## New Tethering Technology Doubles the Action

You met the dreaded red one in *Sonic & Knuckles*. You made him fly, wall-walk, and bust his way to places that Sonic could only gaze at wistfully. But if you think you know Knuckles, you've got another think coming. Jaded, been-there-done-that gamers are in for a surprise in *Knuckles' Chaotix* from Sega, which marks the crimson echidna's debut on the Genesis 32X. You get a whole new cast of playable characters, all with different personalities and skills. You get game play that's 40 times faster than what a 16-bit system can deliver. You get more colors, higher resolution, and more animations than in Knuckles's last game. And that's not the half of it.

KNUCKLES' CHAOTIX

## Choose Your Partner

**Knuckles**



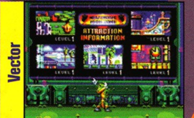
He's notable for much more than his fire-engine-red dreadlocks. Check out his acrobatic glides, climbs, and spin-dashes.

**Charmy Bee**



Don't let his size fool you. Tiny Charmy Bee can carry the heaviest character anywhere he wants, even up to the secret hidden stuff.

**Vector**




He's a tune-loving croc who thrashes like nobody's business, in addition to spin-dashing and climbing walls.

**Mighty**



Attention: Here's an armadillo who can outdash Knuckles. He can also scoot up walls faster than an American Gladiator.

**Espio**



Walls won't stop this chameleon. He'll hike right up them. If the opportunity presents itself, he'll also scramble across a ceiling or make a mad dash.



Toss your partner to clear your path of enemies.



In case of emergency, use the call button to summon an AWOL character. The cost is ten rings.

Knuckles and Charmy Bee are the only two characters who can glide or fly. Charmy flies in any direction, while Knuckles glides straight ahead.

## It Takes Two To Tangle

What's really revolutionary about *Chaotix* is a new technology that hooks characters together in totally new ways. Specifically, it *tethers* two characters together, giving you twice the talents of any one character but also twice the challenge in figuring out how they interact. It works like this: a springy cord connects your character with a second combination character, or *Combi*. A Combi can give you a hoist or a speed burst that your own character couldn't pull off on his own. You can fly over a particularly hazard-prone section, for example, while your Combi picks off enemies that get in the way. If your Combi can't jump high enough to follow you onto a platform, just pick him up and toss him. Fighting Robotnik while attached to an ally does present some complications. The decisions that you must make in pairing up characters and combining their strengths add a heavy dose of puzzle solving to the world of Mobius.

As for plot, it's classic Robotnik. You must sling, fling, lift, and snap your Combi through five enormous, graphically impressive levels to gather rings and confront His Eggness. Unlike recent Sonic titles, *Chaotix* takes you through the levels in a random order. Along with the plentiful bonus rounds hidden behind walls and among the plant life, the nonlinear story line makes for great replay value. If you're ready to move on to a Mobius game that's graphically and strategically more sophisticated, *Knuckles' Chaotix* is just the ticket.

## Hot Hints

- ✔ Beginners should use Charmy Bee. His ability to fly high above danger makes life a lot easier.
- ✔ Vector can get a little out of control in two-player mode when the other character flies or jumps. Make the other character stop moving until Vector slows down.
- ✔ Espio's wall-walking talent can help you surprise enemies.
- ✔ In Techno Tower, check behind the Dr. Robotnik signs. They become translucent when you walk behind them.
- ✔ Plug in a second control pad and go after the Egg Man with a friend. Just load a previously saved game, choose 1P/2P, and press Start.
- ✔ If one of your characters dies while fighting a boss, find a safe place to chill for a moment. The other character will return, and you don't need to waste ten rings on the call button.
- ✔ Use the hot hint above when playing alone against a boss. When your other character comes back, use him as a shield or weapon by holding him in front of you or throwing him at the boss. This gives you one more hit.

## Fight Fire with Fire

Tether on these metallic troublemakers to combat Robotnik's goon squad.

**Heavy**



This aptly named robot can't be hurt by most enemies. Toss him or use him as a shield.

**Bomb**



Lob Bomb at any enemy for a shatteringly effective removal.

## A Plethora of Power-Ups

**Swap**



Collect this to trade places with the other player. No need for an identity crisis–it's only temporary.

**Grow**



Even Charmy Bee looks scary when he puts on a few pounds.

**Combi Catcher**



Unload a character you don't want the next time you visit the Combi Catcher. Finally, a chance to get rid of Heavy!

**Level Select**

You'll be the master of your destiny if you collect this. It allows you to select your next level.

**Change**

This works just like the Swap power-up, only you become a completely different character.

**Shrink**



Get small for access to new routes. Your strength and jumping ability will suffer for a short time.

**Publisher**
Sega

**Controller**
3- or 6-Button

**Players**
One or Two






# Inside a Game Designer's Head

**X-Men 2 designer NOVAK on breaking into the business, San Francisco punk bands, and a top-secret Saturn title.**

**We've received so many letters asking what it's like to be a game designer, we decided we'd better respond, or we'd face mutiny. Just for you, we met up with one of the hottest designers in the industry, Novak. That's right, just Novak (when you're as cool as he is, you don't need a first name).**

**Among other projects, Novak designed the awesome X-Men 2 on Genesis and Spider-Man for the 32X, which is due out this fall. Sega Visions also learned that Novak is the lead designer in a top-secret groundbreaking game for Sega Saturn. And he's cofounder with Ed Zobrist of Zono, a game-development company in Los Angeles. So for all you readers dying to know more about being a top game designer, here's some insight from one of the best.**

**Sega Visions:** Novak, your coolness factor is extremely high around here. We're anxious to hear the basics—what are you about?

**Novak:** I'm a software junkie. It's almost a religion to me. I never set out to be a game designer. I just kind of fell into it. I have a knack for it.

I've heard managers call the type of people who work on games self-starters: the type who would be doing it anyway, even if there weren't a video game industry. They would be puttering around with computers—making balls bounce around the screen, **making farmhouses blow up (on the computer screen of course).**

Game designers are their own type of people. We're all different—we're all weird and proud to be weird—and happy that we can work and be weird at the same time.

**Sega Visions:** OK—the colossal question: How did you become a game designer?

**Novak:** I started out in the sixties working with music synthesizers. I received a bachelor of arts degree in electronic music from New York State University at Albany and came out to California to get my master's degree.

While studying for my graduate degree, I put together a band in San Francisco called Novak. Punk rock then was just starting to happen as a result of disco. **I don't know if you like disco,** but all of us rock-and-roll guys didn't. Music had become too corporate, too sanitized, and punk rock was bringing it back to being an expression of emotion.

Because of my music/sound background and going to school, I had access to a recording studio. **I was able to start recording bands that were a lot more popular and better than I was,** along with my own stuff. That's how I got into producing the famous San Francisco punk-rock bands, like the Nuns, Crime, Readymades.

Meanwhile, my school buddies were doing computer stuff, like building their own microprocessor-based machines (this was before the days of home computers). I was absolutely seduced by the technology. So much so that I jumped out of the music scene to learn how to program, like making a digital sound-synthesis system for the Apple II. I worked with many people and built a reputation in the Bay Area computer-music underground.

Around this time, video game companies were starting to departmentalize the way they did stuff. That's when they started looking for computer-music guys. I worked for Sega Enterprises from 1982 to 1985 as a sound designer. That was the entry.

Then around 1985 the video game industry slowed. You couldn't buy a job in the field. I got a job for the Navy designing and implementing a targeting device for antisubmarine helicopters. When I interviewed, they portrayed it as a big video game inside the helicopter—all these monitors. The targeting device was sonar based, so it tapped into my electronic-sound experience and my video game experience.

The military at that point was interested in establishing **a link between the helicopter cockpit and video arcade games** because a lot of the people they were training grew up playing arcade games. They were interested in how much information you could display onscreen and still make sense of it.

I worked for the Navy for about a year until a friend working at Mattel contacted me about programming an artificial-intelligence robot. At Mattel **I also designed the toy-to-TV interface for "Captain Power,"** the world's first interactive TV show. This toy was like a jet with an optic sensor in it that you pointed at the TV screen. If it "saw" a laser blast or an encoded bad guy and you pressed the trigger, you got a point. The show ran only about a year because it was too expensive to make. Then I designed a line of video games that used the power glove.

**Sega Visions:** What advice would you give to someone interested in becoming a video game designer?

**Novak:** Stay in school and pay attention. As a game designer, you need to draw on such an eclectic mix of disciplines. All this stuff that I thought I would never use comes into play when you're making a game. **Being able to do math in your head is really helpful.** You're always doing estimates.

Video game engineering, especially for the Sega Saturn, is very advanced technology. You really have to love playing games because working on a game is an extremely hard job. It's not a nine-to-five job. You think about it, you dream about it—it's your whole life. You have to play a lot of different games. You learn stuff from other games. And the hardware keeps advancing. **Every couple of years your whole world gets topsy-turvy.** Your work becomes obsolete so quickly that if you're looking for immortality, the game business is not for you because it changes so quickly.

My advice would be to do something with games and computers, whether it's learning how to program, use a paint program, or use MIDI synthesizers. I'd also recommend joining a local computer-user group and possibly doing animation projects. Show other people in your club what you're doing. No one is going to know what you're doing if you're off by yourself in a room (where a lot of us like to be). You can also check out online forums about game design.

If you're a computer graphic artist, you should also know how to program. That doesn't mean you have to be an ace programmer, but you should know about programming languages. The language everyone uses now is C. If you're a programmer, get a degree in computer science. At the same time, you should know about electronic paint programs and electronic music. You don't have to make the music, but knowing how it's made is absolutely essential.

Lastly, master communication skills: English and literature. You have to know how to talk, how to present ideas and read and write. You'd be surprised how many people have been held back because they lack these skills. **No one is going to spend two or three hours trying to figure out what your stupid idea is** from a poorly written document.

**Sega Visions:** Tell us about the design process.

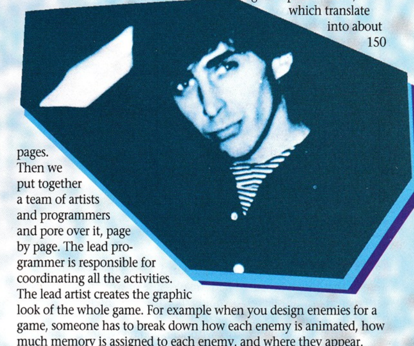
**Novak:** The game starts with a 10- to 15-page concept paper. It's like an instruction book for a game that doesn't exist. You work out the play mechanics and plan your goals. If the concept paper is approved, you move on to preliminary design. It usually entails some artwork. Then you describe the game design level by level in 20 or 40 pages.

What you want to do is get people interested in a game idea. It doesn't have to come from you. For example, on this top-secret game for Sega Saturn, it was the producer's (Ed Annunziata's) idea. And no, I can't tell you all about it, but I can say, I loved the idea right away and told Ed that I wanted to work with him on it.

**Sega Visions:** Not to break your train of thought, but can't you please tell us even one tiny little thing about the game? We won't tell anyone.

**Novak:** Yeah, right, like a million people aren't reading this. OK, I'll tell you one thing. In the game, we're bending over backward to use every aspect of the Sega Saturn hardware. The game, and others under development, use many types of technologies—from motion capture to digitized actors to different display techniques. Sorry. **It's all I can say.**

So anyway, we spend a good three to four months developing game specifications, which translate into about 150 pages. Then we put together a team of artists and programmers and pore over it, page by page. The lead programmer is responsible for coordinating all the activities. The lead artist creates the graphic look of the whole game. For example when you design enemies for a game, someone has to break down how each enemy is animated, how much memory is assigned to each enemy, and where they appear.



Creating a game is a real interactive process. You're one of many people on the team. **If you want to call the shots on the project, game designer is not the position you want to have.** The guy who does make all the decisions is the guy spending the money, usually the publisher.

**Sega Visions:** *X-Men 2* just hit the streets. What was it like working on a sequel?

**Novak:** I started working on *X-Men 2* one and a half years ago. We wanted to create the best Marvel game ever, to make the X-Men more X-Men-like. The thrust was toward using the X-Men's mutant powers, so we made the powers available at all times instead of making them a limited resource. **X-Men 2 was like doing seven games at once.** There was an enormous amount of work because the player can change characters. Nightcrawler's transporting skills, Psylocke's psychic powers, Wolverine's ability to climb with his claws—each of the X-Men is so different from the rest. We had to design play mechanics to take advantage of each personality.

**Sega Visions:** Is there much difference between working on a licensed property and working on an original concept?



**Novak:** Well, working on something like Marvel characters—something you love—you want to do them justice. When we started the game, we already had a lot—the X-Men have been around for 30 years.

Coming up with an original game design takes much longer. With an original game, say, *Sonic,* I imagine the goal was to make a game that really ripped. So Sega designed a game that scrolled faster than anything in the history of video games, then designed a fast character. I'm just speculating on this, but the point is that they found a way to go fast, then developed a character to take advantage of that.

**Sega Visions:** How do licensing restrictions figure into design?

**Novak:** They can be very difficult. On *X-Men 2* they weren't that tough because I had the pleasure of working with a great guy at Marvel—I could talk with him any time I had a question.

When licensors don't work with you, you do what you think is right and show them the game, and they say, "Oh, this isn't right." Then you have to go back and change stuff.

But Marvel was involved with the game as we were thinking up stuff. The Marvel people reviewed and critiqued each revision of the game design, which is kind of tedious. It's like handing in a term paper, but instead of getting a grade you get a sentence for every single one of your sentences.

**Sega Visions:** What have been your greatest influences?

**Novak:** I flip-flop between serious art and popular art. I spent my undergraduate life studying the **European avant-garde composers of the 1940s and 1950s.** On the other hand, I loved Alice Cooper (not at the same time). As for movies, *Blade Runner* is probably my all-time favorite. I like it because it deals with memory.

I also love books. But with a book, you can fantasize, but you're not fantasizing interactively with the author. With video games you're fantasizing in real time with the authors. **Making video games is similar to playing in bands:** You're performing, except your performance is once removed. You're not standing up in front of an audience; you're programming a computer, telling it how to perform in certain circumstances. Players are interacting with that performance.

I feel funny advocating video game fanaticism because it does make you weird, but it's fun. And if you don't have fun in life, you're missing something.

**Sega Visions:** Funny, that's our motto!


MARVEL COMICS
X-MEN®
GamesMaster's Legacy™
ON SEGA™ GAME GEAR™!
The lethal labyrinth of The Pyramids holds a host of deadly surprises for Rogue - and hidden power-ups as well!
Gambit's staff allows him to fight at any distance. Play your cards carefully, especially with Fabian Cortez in town.
Use Bishop to dodge the deadly tornadoes of Sienna Blaze, and take the fight to her.
SEGA
GAME GEAR
X-MEN
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KIDS TO ADULTS
K-A
SEGA™
OFFICIAL SEGA SEAL OF QUALITY
COMING SOON! MARVEL COMICS' X-MEN®: CLONE WARS on SEGA GENESIS™
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SPECIAL FEATURE

# A Sneak Peek at Sega's Red-Hot Lineup

## New Games Unveiled at Industry Expo

This May at the Electronic Entertainment Exposition in Los Angeles, Sega is giving the world an introduction to what promises to be the most exciting software lineup ever. Sega Saturn and 32X. Genesis, Sega CD, and Game Gear. Every platform is receiving the royal treatment with the best offerings Sega can muster. While others have to go to the show (which is closed to the public) to see these titles, *Sega Visions* went on a raid to get the word, and we're giving it to you here, no speculation needed.

Even though Sega Saturn and 32X are the big news, don't put away your Sega CD, Genesis, or Game Gear just yet. A ton of hot titles for these platforms are coming your way, each showcasing play at the Next Level. The hottest titles. The most popular characters. And the best game play.

## 32X-Travaganza

After giving millions of Genesis and Sega CD owners the power to move from 16-bit to 32-bit play in one simple, economical move, Sega is delivering second-generation software on both cart and CD. The new 32X titles are even more exciting, and they're packed with features you can't find on any comparable game system.

### Kolibri

*Kolibri* is both the title of Sega's newest Action/Adventure game and the name of its star, an iridescent hummingbird. The goal was to bring a hummingbird's world to life much as Sega did with a dolphin in the *Ecco* games, this time allowing you to move in three dimensions. You'll find that this one-player cart meets these expectations and gives much more. Kolibri is an emerald-green bird who moves like the wind, when he's not hovering on wings that seem to go a million miles an hour. Kolibri's world is threatened when two crystals plummet from space, one red and one green. The red crystal emits energy that turns all living creatures into deadly, mutant monsters. The green crystal emits energy that twists plant life into thorny, poisoned horrors. The mutations begin to spread rapidly as both the crystals sink deeper into the earth.

Kolibri gets involved in the plight of the world when he encounters the energy of a third crystal, this one blue, that has been buried for the last 5 billion years. The blue crystal recruits the hummingbird, setting him off on a giant adventure. You'll be able to make Kolibri fly, hover, and move in and out of his 3-D world.



### VR Troopers

If Power Rangers are a little young for your style of play, take a close look at *VR Troopers*, a hot vehicle Shooter based on the hit TV series. The show chronicles the battles of the VR Troopers, two young men and a woman who battle in the virtual world—cyberspace—to keep Grimlord and his army of evil robots from taking over the real world. *VR Troopers* 32X takes the unconventional and much more exciting approach of putting you into the awesome vehicles for some serious cyberspace Shooting.

The action takes place in polygon-based ground and air virtual realities, in your choice of six high-tech, armed-to-the-teeth vehicles. The game delivers more than 30 rounds of intense blasting, plus many hidden features, including two hidden vehicle types.

# Spider-Man: Web of Fire

The webslinger has enjoyed a long and popular history on Sega systems. He's back on 32X, this time more lifelike than ever, in *Spider-Man: Web of Fire*. This time Spider-Man faces off with HYDRA, the infamous terrorist organization that has graced the pages of many a comic book. HYDRA has put an energy net over the Big Apple. It is slowly descending, crushing every building and inhabitant brick by brick, bone by bone. The net was created by three Generator Spires, each guarded by the Enforcers, an army of supercharged mercenaries, and the supervillains of HYDRA. Spidy must shut down all three towers, webbing bad guys and rescuing civilians along the way.

*Spider-Man: Web of Fire* is pure Action. Utilizing the more powerful capabilities of the 32X's twin processors, this version of the webslinger is bigger, bolder, and badder, with new fighting moves and more web shooting than ever. The game has foregrounds, midgrounds and backgrounds, and Spider-Man has more than 50 new moves for combat on the ground, while stuck to walls, and dangling from his web. If you're a Spider-Man fan, this one will keep you hanging at the end of your web.

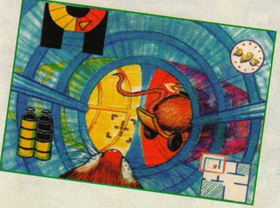


# Virtua Hamster

*Virtua* what? You read it right…*Hamster*. Sega is taking the virtua concept and treating it with characteristic irreverence. The result is a screamingly fast point-of-view Action game with a creative cast of revved-up rodents. *Virtua Hamster* has it all: good guys and villains, government plots to create vicious war machines, mad scientists, evil creatures, death-defying escapes, and… tons of roly-poly rodents.

Scheduled for fall release, *Virtua Hamster* is a first-person, polygon-based, puzzle-solving Adventure through what can be described only as the Habitrail from hell. It contains every hamster's worst nightmares, like mechanical snakes, and has openings where you encounter another hamster horror, cats. You play as Chip, a rambunctious skateboarding rodent with a high-tech jet pack. Your goal is to find a series of blueprints and jet-board through a gigantic labyrinth of Habitrail tubes to make your escape. Crawling between you and freedom are a passel of evil hamsters, also wearing jet packs and armed with some very clever weapons. The puzzles are complex, and the action is nonstop and loaded with good humor. And you thought hamsters were stupid!





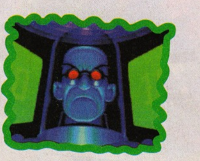




# Hits Ahead on Genesis And Sega CD

## The Adventures of Batman & Robin







Batman fans have eagerly awaited the release of *The Adventures of Batman & Robin* on both the Sega CD and Genesis platforms. Sega has brought to life the dark, brooding crime-fighting team of Batman and Robin from the animated series, complete with the collection of fiends who are set to destroy Gotham City.



Players choose to be either Batman or Robin in a battle to stop Mr. Freeze from using a gigantic ice cannon on Gotham City. Waiting to stop the crime fighters are some of the most famous Batman bad guys, including the Joker, Two Face, and the Mad Hatter. Both the Genesis and Sega CD versions feature hand-drawn characters and enemies, 3-D flying and land levels, and a pumping techno sound track. The Sega CD version also contains additional animation and cinematic interludes.

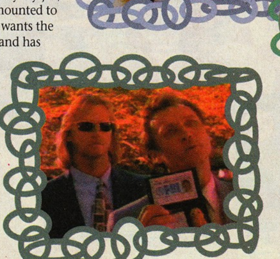


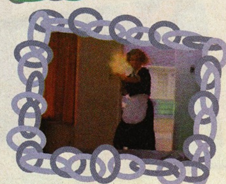


## Wirehead

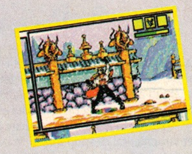
Sega is giving you a slapstick, twilight-zone glimpse into the world of "what if?" with *Wirehead* for the Sega CD, a hysterical game of you-call-the-shots with a guy who has a control mechanism mounted in his head. In the aftermath of a near-fatal accident, Ned Hubbard, a shy, everyday joe, is saved with a radio-controlled device that is mounted to his brain. Just about every government agency wants the device. A secret criminal organization wants it and has sent a female assassin to get it.

Ned just wants a normal life. But there's one problem, besides the assassin and the government agents and the wire sticking out of his head. Guess who's holding the control mechanism? You. At every critical instant, you decide what Ned the Wirehead should do. Actions are roughly grouped into physical and emotional responses, like fighting and running. The results range from simply slapstick to downright hilarious. *Wirehead* is filmed in full-motion video and offers so many choices that it's always a new game.



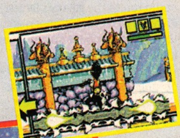


# Comix Zone



Sega is redrawing Action gaming with a new video twist on comic books. Sketch Turner is his name, and drawing comics is his game—until Mortus, one of his most vicious creations, grabs the pen and turns Sketch into the comic. Comic-book hero, that is. *Comix Zone* is video gaming's first interactive comic book. You play as Sketch in a drawn world where the action comes at you frame by frame. You must find a way back to the real world and stop Mortus before he can create a reign of terror that makes Sketch's comics look like a happyland.

The blond ponytailed Sketch makes a good comic hero. He has martial-arts moves like you wouldn't believe, plus superhero powers that allow him to burst the barriers of panels and frames. Of course there are hordes of villains, all of whom use more bad lingo than they could ever pack into a paper comic.








# Garfield: Caught in the Act

Oh, that crazy cat. Garfield, the fat orange feline who has delighted millions in cartoons, is making his debut in the video game world with *Garfield: Caught in the Act*. This one-player Action/Adventure features all of Garfield's wit and attitude in a late-night TV adventure through his dreams.

The story begins with Odie and Jon asleep, and Garfield channel-surfing to cure a late-night case of indigestion. As he falls asleep during a movie marathon, Garfield dreams himself into the title roles of such movie notables as *Cave Cat 3,000,000 BC* (before cartoons), *Count Slobula's Castle*, *Bonehead the Barbarian*, and *Catsablanca*. Getting through each movie experience will call for Garfield to use the special features unique to each flick's hero. Look for plenty of power-ups, special moves, tons of enemies, and the voice of Garfield, Lorenzo (Carlton the Doorman) Music.






The attitudinal feline is making his way to Game Gear as well, in the first ever 8-meg Game Gear cartridge. *Garfield: Caught in the Act* on the portable will feature all the action of the Genesis in a take-home package. This fat and lazy cat dreams his way through a passel of the greatest cat flicks ever to purr across the silver screen with action every cat hater–and Garfield lover–will enjoy.






# Vectorman

Ain't it funny how the fate of the world always seems to fall on those least likely to save it? This time the world depends on the strength and power of a toxic-sludge-barge robot pilot in *Vectorman,* Sega's new Space Shooter for the Genesis.

The earth is a toxic nightmare in the process of regeneration by environmental cleanup robots. When their leader is fouled by toxic goo, it goes mad, driving earth farther into ruin rather than aiding recovery. You play as Vectorman, the sludge-barge pilot. Back from a dump run to the galaxy's largest waste incinerator—the sun—you discover that everything has gone haywire. It's up to you to battle the mad robots bent on reprogramming you and defeat their warped leader, Raster.

Vectorman is more than just a pilot robot. Since he is composed of spherical vector pieces, he can rearrange himself to accommodate the many environments of the game. This morphing ability gives Vectorman the power to become objects as varied as missiles, drills, ghosts, and fish. There are seven available weapons, plus Boot Blast jump jets that he can use to reach higher places and fry enemies. *Vectorman* is your tangent to Shooting fun.




# Game Gear Pushes Portable Play To a New Level

## X-Men: Mojo World

The mighty X-Men reign supreme on Sega. They're tougher, meaner, and stronger than ever in *X-Men: Mojo World* for the Game Gear. This time the X-Men are going up against Spiral, a villianess from the Mojo-world. She has a TV show that she wants to use to gain control of the world. Her new show? The Greatest Battles of the X-Men. Spiral is transporting the X-Men through time and recording the results of their battles.

Of course, the X-Men don't know what's going on. But survive and they'll find out! The game features seven levels, each a battle against some of the X-Men's greatest enemies. You begin with control of Wolverine and Gambit, adding a new X-Man to your inventory of players each time you win. Look for Havok, Shard, Rogue, Cyclops, and Skullfire on the good-guy side, and Fitzroy, Magneto, Agent, and Brimstone Love working for Spiral. The game play is pure Action. Get 'em before they get you!



# The Adventures of Batman & Robin

Sega's hot Batman and Robin game series has come to Game Gear as well. *The Adventures of Batman & Robin* on the portable screen takes a slightly different story line. The Joker has coerced Mr. Freeze, Two Face, Mad Hatter, and Scarecrow to cooperate in a massive crime wave. Part of their plan is to take out the Dark Knight, Batman. To get him, they need bait. And what better bait for a bat than a bird? Robin!

Getting his partner back will call for every trick on Batman's belt, including throwing stars, Batarangs, and bolos. Look for the fastest, most frenzied fighting ever on Game Gear, plus awesome flying levels on the Batwing. Fans of the animated TV series will find the small-screen version of their heroes just as exciting as the cartoon with one big difference—you can take these heroes with you.





# Power Rangers: The Movie









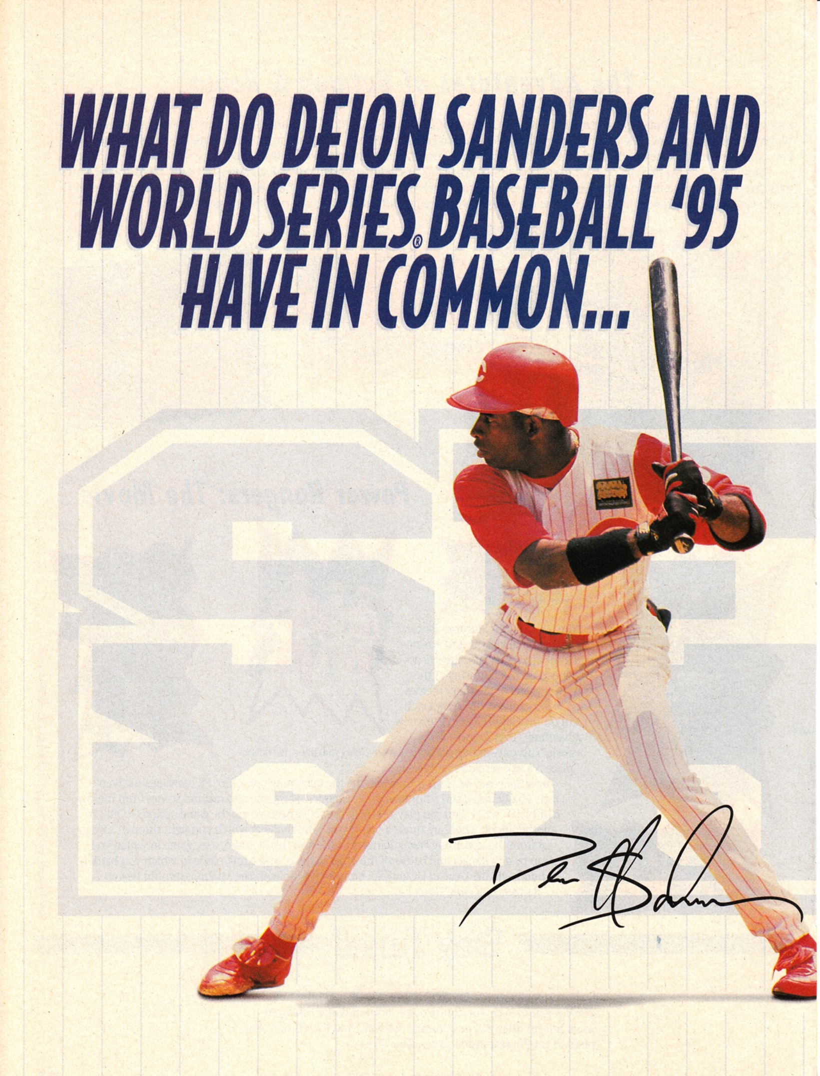
Since the Mighty Morphin Power Rangers came kicking and screaming to Sega a year ago, they've developed quite a following as the hottest group of teen superheroes on video games or TV. Now catch 'em on the Game Gear in their new adventure, *Power Rangers: The Movie*. This one- or two-player (Gear-to-Gear) martial-arts masterpiece is a side-scroller's fantasy.

*Power Rangers: The Movie* is based on the the upcoming box-office PR brawl against Ivan Ooze, Rita Repulsa, and a horde of other enemies. The game also features scenes from the current hit TV series. You can play as any of the six Rangers or use the game options to play in another mode. There are three: a one-player story mode in which you fight through scenarios from the upcoming Power Rangers movie and the TV series, a vs. game in which you can be any Ranger and battle all the other Rangers, and a link mode in which you battle a buddy via the Gear-to-Gear cable. Morph into fun with the Mighty Morphin Power Rangers on Game Gear!

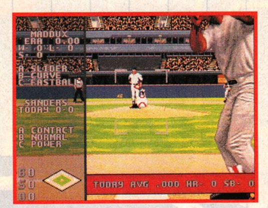


# Stay Tuned

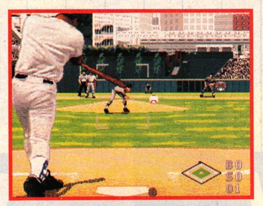
So how's your appetite for gaming now? With 1995 the hottest year for games ever, you can bet your bottom dollar that even more hot hit titles will be coming your way. And there's only one place to get the real inside scoop: *Sega Visions*.


WHAT DO DEION SANDERS AND WORLD SERIES® BASEBALL '95 HAVE IN COMMON...

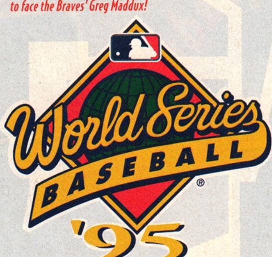
# THEY'RE BOTH IN A LEAGUE OF THEIR OWN.




*The Reds' Deion Sanders steps up to face the Braves' Greg Maddux!*




*Albert Belle of the Indians rips a shot off the Orioles' Mike Mussina!*




- **All 28 Major League Teams & 700 Major League Players, including McGriff, Bagwell, Key, Canseco and Bonds!**
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- **League, All-Star, Playoffs & World Series action!**
- **Multi-player leagues-several friends can all be in a league together.**
- **Large battery saves complete individual, team and league leaders statistics.**
- **All-Time Great Players, including Lou Gehrig, Dizzy Dean & Ty Cobb!**
- **"THE BEST JUST GOT BETTER...ALL THE STATS, ALL THE STADIUMS, INCREDIBLE ANIMATION...WORLD SERIES BASEBALL '95 HAS IT ALL."**
  *-Dave Winding, Game Fan Magazine!*







*Roberto Alomar faces Jack McDowell in all-star batting mode.*











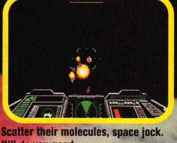
# High-Speed Galactic Warfare

Boosting through the ether with enemy fighters locked onto your six (sky-guy talk: behind you), you've gotta do or die, dog meat. Without hair-trigger reactions and crack-shot reflexes, you're going to get your chance at vacuum sucking firsthand. The galaxy needs saving, and you're just the adrenaline-hound ship-wrangler to do it. Join the ranks of the *Shadow Squadron* from Sega for the Genesis 32X. This one- or two-player polygon party puts you at the controls, and if you live to tell about it, your story is gonna be a Shooter legend.

**Publisher**
Sega
**Controller**
3- or 6-Button
**Players**
One or Two

NYR Not Yet Rated

Sorry, pal. You're space dust.


Scatter their molecules, space jock. It'll do you good.



Blasting polygons can be habit forming.

## Shadow Squadron

System check time.



You not only get your choice of ship—you can also pick the color for luck.



Mission briefings give you the targets.

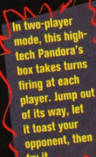
## Hot Hints

- ✔ Beginners should choose Feather 2 as their ship and put it on autopilot so that they can concentrate on blasting.
- ✔ Take out the fighters before concentrating on ships.
- ✔ As with most Shooters, your 6 Button Arcade Stick in turbo mode really dogs the enemy.
- ✔ Your radar is your only friend.
- ✔ Your shields are replenished somewhat upon completion of each mission.

Some of your weapons let you penetrate the hulls of ships.

## Die, Space Scum, Die!

Take your choice of fighters, set your machine on auto-pilot or manual control, power up your shields (you are definitely gonna need 'em), and get ready to heat up the tubes. This ain't no ordinary straight-line, right-scrolling Shooter. *Shadow Squadron* gives you full control of your ship's direction and packs everything from lasers to weapons that let you pull kamikaze dives through enemy ships. With two players, one of you does the piloting and the other incinerates the opposition as gunnery officer. Blast a few BEMs (bug-eyed monsters) for us, will ya?

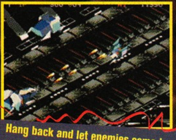



In two-player mode, this high-tech Pandora's box takes turns firing at each player. Jump out of its way, let it toast your opponent, then fry it.

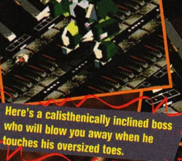
A 32,768



You can't afford to be a tree hugger in this level. Mow down the foliage, then carc your opponent.



Hang back and let enemies come to you. This gives you more time to select a weapon and take aim.



Here's a calisthenically inclined boss who will blow you away when he touches his oversized toes.

# The Mother of All Shooters

# zaxxon's motherbase 2000

**Publisher**
Sega

**Controller**
3-Button

**Players**
One or Two

NYR Not Yet Rated

Q How many colors can the Genesis 32X display simultaneously?

Think you know the ins and outs of space blasting? Think again. *Zaxxon's Motherbase 2000* from Sega for the Genesis 32X has given the genre a shot in the arm with faster action, better-looking graphics, and bigger, meaner bosses. Using the 32X's celebrated polygon graphics handling, *Motherbase* delivers clean, fluid animation and some of the most sinister androids, spacecraft, and weaponry you've seen. You get multiple ships; multiple modes, directions, and levels of firing; the ability to take over multiple enemy ships at once; and multiple cold, dark worlds where the surfaces glitter with metallic menace.

You command an elite squadron assigned to take out the military HQ of a predictably diabolical fiend. Your fleet can fire—and deflect—shots for you, if you're crafty. As you blast your way through the futuristically sinister maze of enemy approaches, your ship can take different forms, deploying a nimble satellite when agility is crucial or packing full power when an onslaught of enemy forces sweeps in.

For a completely different game, grab a second controller and a fellow space warrior. This is much more than one fighter pilot against another. Pylons open to fling explosives at you, mechanized insects spit flames, and lasers fire relentlessly from unseen corners. Jump and jink to get the best angle on your foe, but run into any buildings, trees, or other barriers, and you're space toast. Whichever way you play it, *Zaxxon's Motherbase 2000* grabs you by the jugular. If the enemy doesn't blow you away, the frantic pace and terrific graphics will.

These red-topped contraptions seem harmless at first, but blast them before they start spewing shuriken.



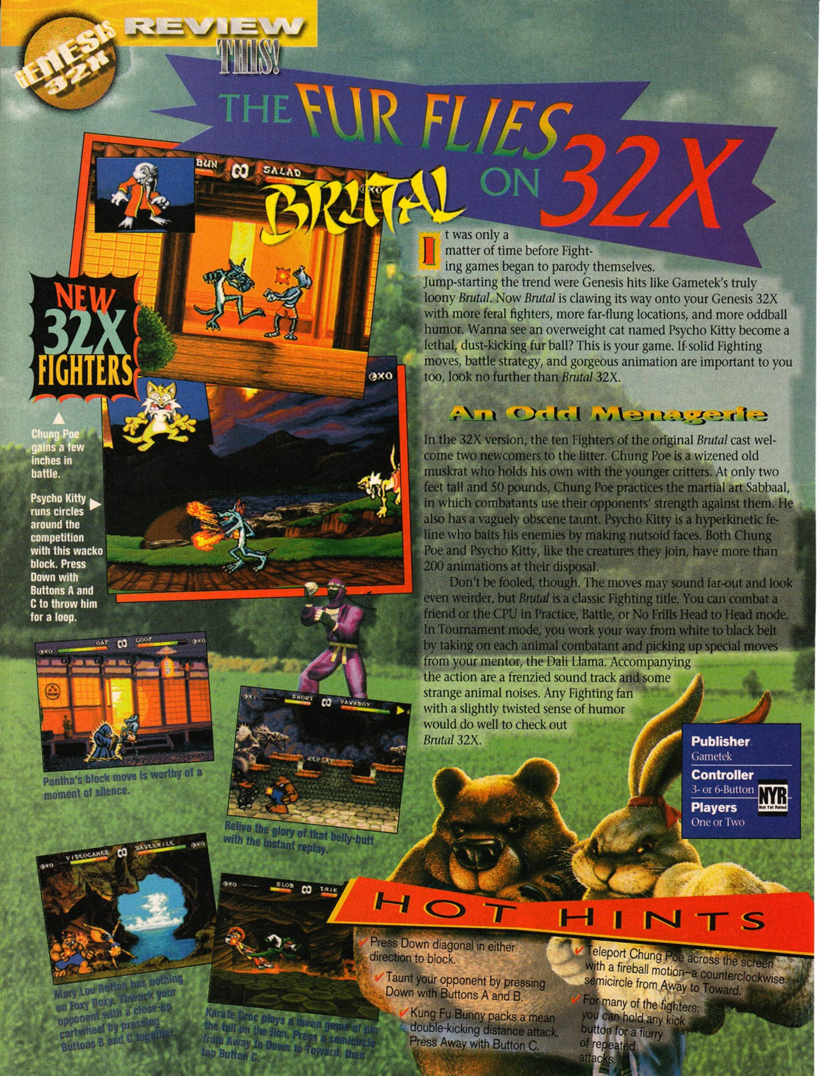
Hack anything that gets in your way.



The arachnid creatures spew a venom that'll fry you into oblivion.



This is your squadron. Protect it at all costs.



# THE FUR FLIES — BRUTAL ON 32X

It was only a matter of time before Fighting games began to parody themselves. Jump-starting the trend were Genesis hits like Gametek's truly loony *Brutal*. Now *Brutal* is clawing its way onto your Genesis 32X with more feral fighters, more far-flung locations, and more oddball humor. Wanna see an overweight cat named Psycho Kitty become a lethal, dust-kicking fur ball? This is your game. If solid Fighting moves, battle strategy, and gorgeous animation are important to you too, look no further than *Brutal* 32X.

## An Odd Menagerie

In the 32X version, the ten Fighters of the original *Brutal* cast welcome two newcomers to the litter. Chung Poe is a wizened old muskrat who holds his own with the younger critters. At only two feet tall and 50 pounds, Chung Poe practices the martial art Sabbaal, in which combatants use their opponents' strength against them. He also has a vaguely obscene taunt. Psycho Kitty is a hyperkinetic feline who baits his enemies by making nutsoid faces. Both Chung Poe and Psycho Kitty, like the creatures they join, have more than 200 animations at their disposal.

Don't be fooled, though. The moves may sound far-out and look even weirder, but *Brutal* is a classic Fighting title. You can combat a friend or the CPU in Practice, Battle, or No Frills Head to Head mode. In Tournament mode, you work your way from white to black belt by taking on each animal combatant and picking up special moves from your mentor, the Dali Llama. Accompanying the action are a frenzied sound track and some strange animal noises. Any Fighting fan with a slightly twisted sense of humor would do well to check out *Brutal* 32X.

**NEW 32X FIGHTERS**

▲ Chung Poe gains a few inches in battle.

Psycho Kitty ▶ runs circles around the competition with this wacko block. Press Down with Buttons A and C to throw him for a loop.

Pantha's block move is worthy of a moment of silence.

Relive the glory of that belly-butt with the instant replay.

Mary Lou Retton has nothing on Foxy Roxy. Thwack your opponent with a close-up cartwheel by pressing Buttons B and C together.

Karate Croc plays a mean game of pin the tail on the lion. Press a semicircle from Away to Down to Toward, then tap Button C.

**Publisher**
Gametek

**Controller**
3- or 6-Button

**Players**
One or Two

NYR Not Yet Rated

## HOT HINTS

- ✔ Press Down diagonal in either direction to block.
- ✔ Taunt your opponent by pressing Down with Buttons A and B.
- ✔ Kung Fu Bunny packs a mean double-kicking distance attack. Press Away with Button C.
- ✔ Teleport Chung Poe across the screen with a fireball motion–a counterclockwise semicircle from Away to Toward.
- ✔ For many of the fighters, you can hold any kick button for a flurry of repeated attacks.

# Brains Get In the Way

Road Rash. It's what you get when you drop a ginza rocket on blacktop doing 120 MPH. It's also the name of the Electronic Arts hit motorcycle battle/rally series. *Road Rash* CD is the latest and greatest, featuring tons of full-motion video, a sound track that'll make your ears bleed, and enough high-speed racing and bashing to satisfy the road-kill wannabe in all of us.

What do we like about a disc-based version of *Road Rash*? The hot new video and graphics; the thumpin' tunes by bands like Soundgarden, Swervedriver, and Paw; the option to play as one of the rashers or just jump into the game; and the ability to save games to the Sega CD RAM or a RAM cart. The game play is the same trusted, tried-and-true rashing, racing, punching, and kicking—with weapons, if you can grab them from your opponents. The only drawback is the somewhat bitty quality of the full-motion video. But the hilarious—sometimes brutally cruel—winning and losing scenes add enough color to even the scale. Just remember that while you don't have to flail on the competition to win, it certainly helps. And if you wipe out, at east you get to keep your kidneys.

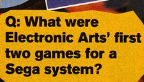
The action is classic *Road Rash*. Smack, kick, and ride.

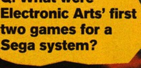
The racecourses are stretches of roadway that will be familiar to many San Francisco riders.

## Organ Donors

Here they are, waiting to feel your heavy-handed control, or to crush your skull with a pipe, or to wipe out their superbikes and give their livers to the needy.

Friends or foes? How do you tell? Schmooze a little in the Panzer Club.



## Hey Grommer! Don't Even Think About it!

In every *Road Rash* game, EA tells you (and in every *RR* review in *Visions*, we tell you) not to try anything shown in this game, 'cuz it ain't real, and trying it would invariably see you dead, or worse. So don't. If you ride, do it responsibly. They haven't figured out a way to donate brains. But if they do, you can bet they'll want something a little smarter than road-rashed gray matter from a kamikaze crotch rocketeer.

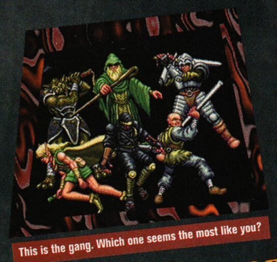
**Publisher**
Electronic Arts

**Controller**
3-Button

**Players**
One or Two (turn taking)



# HIGH-LEVEL HACKING IN DARKLING TOWER


This is the gang. Which one seems the most like you?

## DUNGEON EXPLORER

If to have ambition is your ambition, then you have to have *Dungeon Explorer* for the Sega CD from Sega. This classic, overhead-view, arcade-style dungeon crawl drops you into Darkling Tower, a collection of seven multi, multilevel dungeons and towers (upstairs, downstairs, what's the difference!) to rescue the Goddess of Ambition. One to four players (with the Team Player) can get in on the fun. Save spaces give you the ability to keep your crawls going over the hundred or so hours necessary to beat the game. Do you like hacking monsters? *Dungeon Explorer* has 'em by the tens o' thousands. Yup, we said tens o' thousands. Powerful boss monsters? There's one in each tower. Collecting power-ups, piles of gold? Shopping for new weapons and armor? They're here, plus voice and music real enough to put some spirit into your exploration. Sure you've done dungeon crawls before. But never this challenging, big, or nasty. *Dungeon Explorer:* Only real hackers need apply.

> A tower is nothing more than a vertically challenged dungeon.

### UPS and DOWNS

It's not who you know; it's where you go. Play in these structures to get strong, buy new weapons, and rescue the Goddess.

**Publisher**
Sega

**Controller**
3-Button

**Players**
One to Four (with Team Player)

KIDS TO ADULTS K-A AGES 6+

### HACKERS' eight commandments

1. Thou shalt hack monsters to increase thy experience.
2. Thou shalt hack monster generators and chests to gain gold.
3. Thou shalt use gold to purchase more-powerful weapons and armor.
4. Thou shalt find power-ups in chests.
5. Thou shalt use power-ups only in the dungeon in which they were found.
6. Thou shalt press Button B to charge thy weapon, when you have the necessary power-ups.
7. Thou shalt watch thy partners' backs in combat.
8. Thou shalt not talk like a medieval fool.

HOT HINTS

### DUNGEONS 101: Checklist for SURVIVAL

- Cheat! Go to Freedom Hill, collect the gold, return to the tent and save, quit, then do it all over again. Do it 10 or 12 times, and you'll have enough for an initial weapon upgrade.
- When attacking groups of monsters, look for a safe corner to shoot around so they can't surround you.
- Take on the tougher dungeons in multiple-player parties. You'll get farther faster and have a lot of fun.
- The bottom-left dungeon is the easiest. Beat it first.
- Use the Camp Pot when you are low on food and life and are going to spend some time on a level. You can use a Camp Pot a few times as long as you do not exit the level.

Play alone or add a few friends to the mix. Group battling can give you an edge in the tougher towers.

Something is trapped in the ice. Set it free. It does not come to life. Do not destroy it. It will open new doors.

Skeletal lizards are a motif in *Dungeon Explorer*. This one guards the seventh tower.




# MONSTERS, MONSTERS everywhere

MASSIVE ANIME ACTION/RPG FOR SEGA CD

Your *Mail* has arrived. Do we mean envelopes and stamps? No way! We're talkin' rogue wizards, mouthy dragons, and major quest activity. *Popful Mail* is the latest Sega CD from Working Designs, the folks who brought you the hit RPG CDs *Lunar* and *Vay*. This one-player Action/RPG tosses you into battle against more than 16 bosses, gives you almost three hours of audio dialogue, and delivers more than 20 minutes of terrific anime intermissions. Expect at least 60 hours of frantic game play as you take your three characters through the wilds of Mail's world. It's great to see this blockbuster Japanese title come to our shores—it was worth the wait. And by the way, watch out for the monsters. They're everywhere.

MAGICAL POPFUL MAIL FANTASY ADVENTURE

If you're looking for speed and an evenly matched offense and defense, Mail is your gal.

Tatto is apt to have the strongest attacks (with the correct weaponry) of your three players.

## Talk About Yer Speech

One of the strengths of this disc (in addition to the butt-kicking game play) is the quantity and quality of the speech. *Popful Mail* has 39 speaking parts, performed by some of the most talented voice actors in the industry. These folks do every accent in the book, throw in a fair amount of humor, and give you close to three hours of conversation. Mail, Tatto, and Gaw each have different dialogue, and the characters they interact with often have different responses to each player. You'll have a great time skewering monsters and trekking across Mail's world in this terrific CD adventure.



Are you an anime fan? From the spectacular intro scenes to the intermission cinematics, *Popful Mail* comes through in spades.



Gaw gives you the most air time. Maybe those little wings give him an assist when it comes to jumping.

## Hot Hints

- ✔ At the map screen, hit Start to access anyplace you've been previously.
- ✔ The amulets are less important and much more expensive than fruit. They keep you from taking hits for a time but also prevent you from inflicting damage.
- ✔ Save before every battle with a boss, and try the fight with each character to see who does the most damage.
- ✔ Always get the best possible weaponry for each of your three characters.
- ✔ Keep plenty of healing items on hand at all times, even if you have to backtrack to get them.

## Mail Goes Shopping

Don't have enough gold for a particular armament? Go out, slay some monsters, and come back.

The items shops carry fruit. Just like your mother told ya, eating fruit improves your health.

**Publisher**
Working Designs

**Controller**
3-Button

**Players**
One



# neglecting certain body parts?

TEAM PLAYER™ SIXTEEN THUMBS COMPETING. HOW? EIGHT PEOPLE. TWO TEAM PLAYERS. ONE SPORTS GAME.

[they will improve your game.]

MEGA MOUSE™ CLUTCH AND ROLL. MAKES ROLE PLAYING GAMES FASTER. EASIER. REALLY.

ACTIVATOR™ LEGS, ARMS, WHATEVER. USE THEM WITH THIS TO MAKE ANY GAME BETTER. (ESPECIALLY FIGHTING GAMES.)

SEGA™
GENESIS™ EXTRAS






Sega's New Action/RPG Will Take You . . .

# Beyond Action Beyond Adventure

# BEYOND OASIS™

## Them's Fightin' Moves!

Ali has scads of attack moves. Here's a peek at a few.



Do Ali's Combination move by repeatedly tapping Button B.



Let loose with the Flaming Slash by doing a fireball motion (Toward, Down/Toward, Down, Away/Down, Away) and hitting Button B.



Ali's most powerful attack is his 360˚ Flaming Dagger. Do a circle on the D-Pad and hit Button B.



Do a Jump Kick by tapping Button C, then Button B.

## Hidden Areas: Ultimate Weaponry

**Hidden areas give you the best weaponry. In addition to the goodies in these two areas, we've found unlimited Hyper Bombs by making a leap of faith south from a chest in the clouds, and an unlimited-use Steel Crossbow by plunging down a whirlpool in a pond (Shade post surrounded by logs). We expect there's more. Check it out.**



Slightly up and left from the Nature Temple you'll find this lonely tree. Go behind it to find a 100-level bonus area. Beat all the beasties and survive without food power-ups for an unlimited-use Flame Sword.

It's off to the races with Efreet. Complete this Spirit Race in under 120 seconds, and an unlimited-fire Crossbow is yours.

**Publisher**
Sega

**Controller**
3- or 6-Button




**Players**
One (with four battery-save slots)

Let's talk battle. Mondo, serious, you-against-the-world battle. Even more, in this one you go it alone. Mano a monster. *Beyond Oasis* for the Genesis from Sega serves it up by the truckload—quests, vicious puzzles, magical spirits, major Fighting moves, hidden bonus areas, and mazes chock-full of danger and diabolical demons. This is a one-player Action/RPG to be reckoned with. Did we mention tons of battle? Consider it mentioned.

### A Pair of Magical Armlets

Ali, prince of the realm of Oasis, likes to go on treasure hunts. His latest takes him to an uncharted island slightly beyond his land. Exploration of the island's cave system leads to the discovery of a gold armlet. When he tries it on, he begins a series of adventures that would leave most royals cowering in a corner. Ali must find the four spirits that the armlet governs and put a stop to the destruction caused by the wielder of a matching silver armlet.

### Strategic Spirit Summoning

The gold armlet grants the wearer control over four spirits: water, fire, shadow, and nature. Finding them and gaining their assistance is another story. Each is in a Spirit Temple guarded by horrors. Learning how and when to use the spirits and their talents is key to the many intricate puzzles you need to meet and beat in your travels. In addition to his spirit-based help, Ali has beast-busting special moves; weaponry like bombs, crossbows, and swords to collect; and your wits (he hopes) to get him through his battles. Take on everything from ogres and demonic soldiers to zombies and bosses the size of small apartment buildings. *Beyond Oasis* is not only great fun; it's also different—and that makes it even better.



The Boss of the Shade Temple is big, dumb, and ugly. Put him out of your misery by standing to one side and offering multiple kicks to the head.



Battle rock-head here by attacking and running left, then repeating.

Beyond Oasis offers monster mashing at its best.

# Spirited Assistance

## Dytto
### The Water Spirit



Summon Dytto by tossing your Light Ball at any water, steam, droplets, or wet enemies or at her blue Spirit Gem. Press Button A to toss a Magic Bubble (stuns enemies), double-tap Button A for Healing Magic (refills some of Ali's life), and press and hold Button A to release a Magic Storm (a waterspout attacks onscreen enemies).

## Shade
### The Shadow Spirit



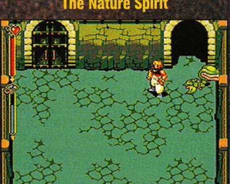
Call Shade by shooting your Light Ball at crystal cones, ebony statues, mirrors, any enemy wearing reflective armor, or at his black Spirit Gem. He automatically protects you from falls and your enemies when he's with you. Press Button A to extend his Dark Claw (attacks enemies, grabs items, and transports you across crevasses). Press and hold Button A to create a Doppelganger (this allows you to search in spirit form while Shade protects your body).

## Efreet
### The Fire Spirit



Hail Efreet by shooting your Light Ball at any fire or explosion, including those from enemies, or by shooting at his orange Spirit Gem before collecting it. Efreet smashes your onscreen enemies unprompted with a Flaming Punch. Press Button A to use his Flame Breath (blast of fire), double-tap Button A for a Fireball (shoots in whatever direction he's facing), and press and hold Button A to summon his Melt Bomber (a multidirectional fire storm).

## Bow
### The Nature Spirit



Invoke Bow by shooting your Light Ball at green seedlings or his green Spirit Gem. Though stationary, this plant eats just about anything within reach. Press Button A to get his Bite attack (chomps on enemies), double-tap Button A to call Bow closer to Ali, and hold A to call up his Poison Pollen (stuns all the enemies in the area).

# Hot Hints

- ✔ You can often summon spirits by shooting your Light Ball at enemies.
- ✔ If your Item or Weapons menu is full and you come upon something you need, drop an item by choosing it and hitting Start.
- ✔ Use Ali's Combination attack (press Button B repeatedly) against most enemies for the fastest kill.
- ✔ Save food items for dire need. Use Dytto's Healing Spell instead.
- ✔ Light all unlit lamps and fires, step on or place weight on all pads on the floor, and attack any wall that appears to be cracked.
- ✔ Sometimes you need to kill all enemies in a room to progress.
- ✔ Crouch (press Button C and Down) to enter low areas like caves and the undersides of bridges.



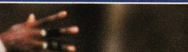
Get close enough to an ogre, and he's liable to hug you. Not a good idea.

A: Phantasy Star for the Master System













Reggie Miller will be raining 3's!




Robinson takes his slams to a new level!




Rookie sensation Grant Hill explodes to the hole!

## RISE ABOVE THE REST!

Real NBA stars including Patrick Ewing, Hakeem Olajuwon, Tim Hardaway, Jason Kidd, Shawn Kemp and Larry Johnson take flight with our "All-New Fast Breaking View." Choose from 27 NBA Teams, to battle through League, Playoffs and the NBA Finals. Trade players to build a dynasty, then immortalize the glory with your own personalized cart! Create your own players, put yourself in the game, and see how you measure up to NBA stars or play with 30 Hall of Famers. Large Battery tracks stats in 19 different categories. Marv Albert calls all the action. NBA Action '95 starring David Robinson is fan-tastic!

GENESIS

GAME GEAR




Game Gear™ features may vary from Genesis™.



SO REAL YOU'LL FORGET IT'S A GAME

# NHL® ALL-STAR HOCKEY 95

Crushing check! Over 1,000 animated frames including slap shots, wrist shots and 14 different goalie animations!

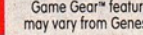
Fedorov unloads against the Rangers! All 650 NHL players are here – and you select automatic or manual goalie control!

Game Gear™ gives you all 26 NHL teams – and all real NHL players for playoff action straight through the Stanley Cup Finals!

## THE ULTIMATE POWER PLAY.

Skate your way to Stanley Cup® glory with all-new All-Star Hockey! Play with all 26 NHL® teams and all 650 NHL Players including Bure, Messier, Yzerman, Jagr, Lindros, Hull, Irbe, Chelios and more! Real ice-action is here too with line changes, "speed bursts", instant replays, one timers - with a battery that tracks season standings & stats, sampled sound effects and color commentary from Marv Albert, voice of the NY Rangers. It's as real as it gets – and it's only from Sega Sports™!

SEGA™ SPORTS


Game Gear™ features may vary from Genesis™.

GENESIS™ COMING IN FEBRUARY

GAME GEAR™ COMING IN MARCH










SO REAL YOU'LL FORGET IT'S A GAME




Greetings, controller-clutching crew. We, the hard-working (sob) editors of your favorite Sega-only magazine know that time is finite and pages are numbered. Cosmic, huh? Anyway, this results in an ongoing case of so little time, so many games. It doesn't leave us too many choices. We could cover fewer titles in more depth and ignore vast numbers of deserving games, or we could pack each issue chock-full of every new product for every platform and give you only limited coverage on stuff like the hottest new Sega Saturn screamers. We know. Both are bad ideas. (Bad idea, Sit! Down, boy.) So instead we give you the best of both worlds. Deep coverage on some games and quick nuggets of info on others. Thus, this Fast Takes section: You get a couple of screen shots, a down-and-dirty assessment of the title, three exceedingly important hot hints to get you under way, and ratings from our regrettably rabid reviewers (people who do nothing productive and spend their days playing games). The ratings come in five easy-to-understand categories. Games are scored with black-and-white pictograms of your fave spiky-headed guy. The higher the number of Sonic icons, the better. Interpret the scores like this:



| | |
|---|---|
| All that and a cream pie | 5 |
| All that and a tad more | 4 |
| All that | 3 |
| Mosta that | 2 |
| Not much o' that | 1 |

## SEGA CD

### NBA Hangtime '95

Dish the dunks. Lob the leather. Pound the court. Go for two-on-two half-court roundball with *NBA Hangtime '95* from Sony Imagesoft for the Sega CD. This disc gives you two styles of game: NBA and outdoor World Tour with fantasy players. The first is hosted by ESPN Sports Center cohost Dan Patrick and the second (a bit more outrageous) is called by ESPN2 (the Deuce) host Stuart Scott. You get more than 30 combo moves, computer-rendered video, real honest-to-gosh rap music, and more. Overall, it's not a bad game, and it's for your Sega CD.




**Choose from two types of game: NBA and World Tour.**



**Play two-on-two ball with your choices from three-member teams.**

**HOT HINTS**

- ✔ Kick it with the Power Slam by tapping Special, Shoot, then Up.
- ✔ Offer up the Razzle Dazzle by tapping Special, Pass, then Left.
- ✔ Show some spunk with the Funk Dunk by tapping Special, Special, then Up.

Publisher: **Sony Imagesoft**
Players: **One to Four**
Rating: **KA**

| | |
|---|---|
| Graphics | 2 |
| Sound | 3 |
| Controls | 3 |
| Challenge | 3 |
| Overall Fun | 2 |

## GENESIS

### Barkley's Shut Up & Jam 2

With a fair number of improvements over the last incarnation, *Barkley's Shut Up & Jam 2* from Accolade for Genesis raises the temp slightly. Play against Sir Charles and the streetball boyz on eight tastefully graffitied outdoor courts, with 10 selectable characters (22 total), a new battery backup, and lots more voice, if you're willing to include constant mumblings of "My bad" as speech. There are more moves and more than 25 jams. This game hasn't got the speed of the more popular streetball titles—but it's not so bad if you're a screaming roundball hound.




**Talk about yer monster jams.**




**This tomahawk is one of the many featured slams.**

**HOT HINTS**

- ✔ Use Buttons A and B simultaneously to block a shot.
- ✔ To do an alley-oop, press Button C while dribbling when a teammate is near the basket, then tap Button B to complete the move.
- ✔ Button B steals on defense. Use it.

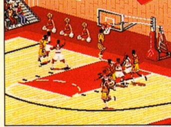
Publisher: **Accolade**
Players: **One to Four**
Rating: **NYR**

| | |
|---|---|
| Graphics | 2 |
| Sound | 1 |
| Controls | 1 |
| Challenge | 1 |
| Overall Fun | 1 |

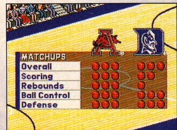
GENESIS

## Coach K College Basketball

Why's he called Coach K? 'Cuz it slides off the tongue so much easier than Krzyzewski. This legendary Duke coach gave the crew at EA Sports a serious leg up on the strategy side in *Coach K College Basketball* for the Genesis. This is a title with the perspective and feel of EA's acclaimed *NBA Live '95*, but with a fix for the folks who never got over their case of March madness. This one- to four-player title offers great b-ball, tons of NCAA experience, amazing crowd sounds, and backboard-shattering fun. Why bother to pronounce the whole name? Coach K is more than enough.



**Check out the 30° court perspective.**




**See how your teams match up before you start.**

**HOT HINTS**

- ✔ Double-team the guy who has the ball to get more steals.
- ✔ Immediately sub a player whose stamina bar becomes orange or red.
- ✔ When the star at the player's feet is flashing, he's hot. Use him.

Publisher: **EA Sports**
Players: **One to Four**
Rating: **KA**

| Category | Rating (icons) |
|---|---|
| Graphics | 3 |
| Sound | 4 |
| Controls | 4 |
| Challenge | 4 |
| Overall Fun | 4 |

GENESIS

## ExoSquad

Fans of the animated smash TV show can go for the galactic goodies and take on the nasty Neosapiens in *ExoSquad* from Playmates for the Genesis. This alternate-future title gives two players three modes of game play to 'bot through. You get behind-your-mech Shooter levels, right-scrolling Action stages (here you do heavy-footed plodding and blasting), and Fighting areas that have you take on Neosapien assailants. Although colorful, the cart is uneven. Some areas are a breeze and others nigh on impossible (but practice makes perfect). The controls are kludgy and the sounds less than enthralling. Aficionados of the cartoon might be amused.



**The Shooter areas are hard as heck.**



**The Fighting regions poke a bit.**

**HOT HINTS**

- ✔ When in the duel mode against a computer opponent, leap or crouch immediately to avoid being shot.
- ✔ Keep your weapon charged in the side-scrolling areas.
- ✔ In the Shooter levels, it's sometimes easier to avoid than to fire.

Publisher: **Playmates**
Players: **One or Two**
Rating: **KA**

| Category | Rating (icons) |
|---|---|
| Graphics | 2 |
| Sound | 3 |
| Controls | 3 |
| Challenge | 2 |
| Overall Fun | 3 |

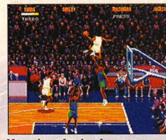
GENESIS

## NBA Jam: Tournament Edition

*NBA Jam: Tournament Edition* from Acclaim for the Genesis is an obvious graduate of the more-is-more school of video game sequels. With more players (three to five per team), new dunks, player subs, postseason play against All-Star teams, more hidden characters, new power-ups, more voice, head-to-head same-team action, and battery backup to save your numbers, this one picks up the most important changes from the *T.E.* arcade machine.



**Give up the peanut butter…and jam!**



**More slams for *Jam* fans.**

**HOT HINTS**

- ✔ When almost On Fire, goaltend to guarantee flames.
- ✔ Push opponents to knock them down.
- ✔ Get the fantastic Teleport Pass power-up: Press Up, Right, Right, Left, A, Down, Left, Left, Right, and B at the Match-Up screen.

Publisher: **Acclaim**
Players: **One to Four**
Rating: **NYR**

| Category | Rating (icons) |
|---|---|
| Graphics | 2 |
| Sound | 4 |
| Controls | 3 |
| Challenge | 5 |
| Overall Fun | 5 |

GENESIS

## Skeleton Krew

It's good to be dead, really. At least it is when you play *Skeleton Krew* on Genesis from U.S. Gold. It's an entertaining one- or two-player, three-quarter-view Shooter with a neat thriller sound track. You play as one of three futuristic soldiers in a run-and-gun mission into Monstrocity to find Moribund Kadaver DNA. *Skeleton Krew* has no major surprises—good or bad. While the control is difficult, *Skeleton Krew* is a fair representation of the genre.



**If blasting monsters in a nightmare landscape scares you, bring a friend.**



**When you see a pair of eyes popping out of the surface, think crocodile, even though what's underneath is much worse.**

**HOT HINTS**

- ✔ If you stay in one place too long, something invariably comes along and shoots you.
- ✔ Rib is the fastest character. Joint is the toughest.
- ✔ Two players stand a much better chance of getting farther into the game.

Publisher: **U.S. Gold**
Players: **One or Two**
Rating: **NYR**

| Category | Rating (icons) |
|---|---|
| Graphics | 3 |
| Sound | 4 |
| Controls | 1 |
| Challenge | 4 |
| Overall Fun | 3 |

## GENESIS

### Star Trek Deep Space Nine: Crossroads of Time

Playmates has managed to tap into the latest Trekkie fervor with *Star Trek Deep Space Nine: Crossroads of Time* for Genesis. The game play is a mix of Action and RPG. You play as Commander Sisko. You have the ability to interact with the residents of Deep Space Nine, use objects you find or receive, and deliver some fair fighting moves (although a phaser deals with trouble more quickly). Even the story line is deep. We thought this one was strictly middle-of-the-road.



Most of your favorite characters are in their usual places on the decks.




Sabotage is only the beginning of your problems.

**HOT HINTS**

- ✔ You'll find a phaser by the fallen crewman in Pylon 3.
- ✔ Any physical damage, from falls or fights, saps your strength.
- ✔ Record your passwords to keep from replaying chapters.

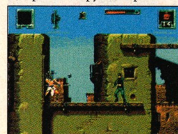
Publisher: **Playmates**
Players: **One**
Rating: **KA**

| | |
|---|---|
| Graphics | 3 |
| Sound | 2 |
| Controls | 3 |
| Challenge | 2 |
| Overall Fun | 2 |

## GENESIS

### StarGate

You know a game's really far out when Jaye Davidson is the final boss. In Acclaim's *StarGate* for Genesis, you're the buff and brainy Colonel Jack O'Neil, assigned to retrieve his men and a nuclear bomb from the clutches of Ra and his ancient Egyptian goon squad. Collect earthly and alien weapons as you blast and radio your way through shifting sands, catacombs, and miles of desert. With lots of missions and puzzles, digitized backgrounds from the flick, and some solidly fun game play, *StarGate* packs real pyramid power.



The Horus guards teleport themselves. Grenades are your best defense.



Elders are an excellent source of hints and information. They also tend to need rescuing.

**HOT HINTS**

- ✔ Fire in short bursts to avoid overheating your machine gun.
- ✔ Sometimes you can shoot down a locked door.
- ✔ If you can't reach a ledge, Press C and Toward for a running start.

Publisher: **Acclaim**
Players: **One**
Rating: **KA**

| | |
|---|---|
| Graphics | 3 |
| Sound | 3 |
| Controls | 3 |
| Challenge | 4 |
| Overall Fun | 3 |

## GENESIS

### True Lies

Relax. The latest Schwarzenegger game isn't based on *Junior.* It's Acclaim's *True Lies,* starring Arnold as a government agent who must save the world from—you guessed it—nuclear annihilation in straightforward run 'n gun Action. You and the terrorists you're up against acquire increasingly lethal weapons. As for the espionage angle, the puzzles aren't too puzzling and the secret passageways are pretty easy to find. And the three-quarter overhead view makes for smallish sprites. But for classic blast-or-be-blasted play, *True Lies* delivers in, well, clubs.



You're supposed to protect civilians, not blow them away.



The longer you hold a grenade after pulling the pin, the farther you throw it. Hold on too long, and you're history.

**HOT HINTS**

- ✔ Search out secret passageways in the chateau.
- ✔ The antipersonnel mine is your most powerful weapon.
- ✔ You can shoot across tables and counters but not through walls or windows.

Publisher: **Acclaim**
Players: **One**
Rating: **T**

| | |
|---|---|
| Graphics | 2 |
| Sound | 4 |
| Controls | 4 |
| Challenge | 4 |
| Overall Fun | 4 |

## GENESIS

### Warlock

You're the do-gooder scion of a long line of druids. He's a malcontent bent on raising all sorts of hell. The two of you face off in Acclaim's *Warlock* for Genesis, a respectable but not exactly trailblazing Action title with RPG overtones. In racing the Warlock to six magic stones, you blast assorted cretins and collect and cast spells. In other words, the play is basic walk-and-shoot with a few power-ups thrown in. That said, the Warlock himself is pretty cool. He's got a mocking laugh and a way of disappearing and reappearing that makes battling him a real challenge.



Bubbling vials restore health, but you must activate the spell.



Brainwashed dogs spring at you and corporate types menace outside the library, but they won't follow you in.

**HOT HINTS**

- ✔ Use your orb to grab high-up spells—jumping won't help.
- ✔ Save your strong smart bombs for undead creatures; the weak bombs take care of the living.
- ✔ Jump repeatedly to increase your height when using a levitation crystal.

Publisher: **Acclaim**
Players: **One**
Rating: **KA**

| | |
|---|---|
| Graphics | 3 |
| Sound | 3 |
| Controls | 3 |
| Challenge | 3 |
| Overall Fun | 3 |

Sports Playbook

GENESIS

# Calling All Swingers

## WARM-UP

**So you think your backhand's pretty intimidating. You can outvolley anyone at the local courts. Put your groundstrokes and topspin to the test against Pete Sampras, Michael Stich, or any of the other 32 top-ranked men in *ATP Tour Championship Tennis* from Sega for the Genesis. The roster reflects the game style of each player, along with his strengths and weaknesses in seven key categories from serve power to forehand accuracy. Play as a rookie, increasing your skill ratings as you win matches, or compete as any of the big names to see how it feels to wield John McEnroe's backhand or Brad Gilbert's inside-out forehand. Whether you play singles against the CPU or doubles with three other gamers, *ATP Tennis* serves up enough hand-eye and strategy challenge to knock any tennis addict out of his court shoes.**

PUBLISHER: **Sega Sports** CONTROLLER: **3- or 6-Button**
PLAYERS: **One to Four (with Team Player)**

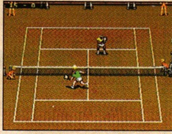
KIDS TO ADULTS K-A AGES 6+

## Settle It in Court

Pit Chang against Edberg and see who's got the serve-and-volley edge. See how a No. 1 player from the past, like bad boy Ilie Nastase, measures up to today's overall leader, Pete Sampras. Or create your own rookie player and take on the whole tour. Choose your own nationality, birthdate, play style, type of spin on forehand and backhand, and more. If you're feeling cocky, turn off the ball-bounce pointer and computer-assisted control. You can also save your place on a tour, adjust the game speed, and pick from four kinds of courts. With this many options, maybe Lendl could win a match on grass. Just remember: No arguing with the umpire.

## HOT HINTS

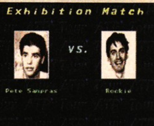
- ✔ If you're weak in the footwork department, select a clay-court match for a slightly slower game.
- ✔ Force your opponent out of his usual game. Bring a baseliner up to the net, for example.
- ✔ For sheer power, Rod Laver and Pete Sampras are your best bets.
- ✔ You can use any button to serve, but if you've got a high power rating, try Button A.
- ✔ Button C gives you the hardest shot in a volley.



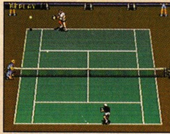
Veterans of the pro circuit like Arthur Ashe and Fred Stolle can compete in their own seniors tournament.



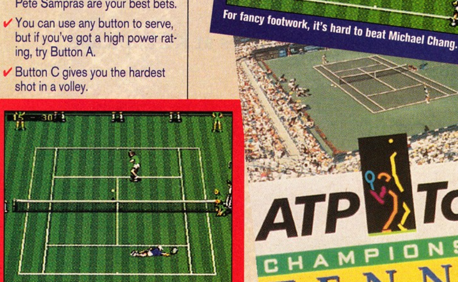

Richard Krajicek's serve is erratic, but when he doesn't fault, he can fire 80-MPH aces at his opponents.




Choose from 32 of the top players of all time, or earn your stripes as a rookie for greater challenge.



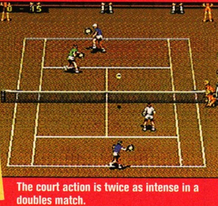

Replay your opponent's humiliating unforced error again and again.




For fancy footwork, it's hard to beat Michael Chang.

A dive is the ticket when you're on the wrong side of the court.



The court action is twice as intense in a doubles match.

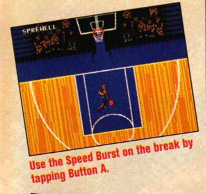
Sports PLAYBOOK

GENESIS

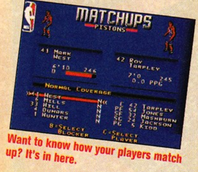
# Life on the Fast-Break

## Welcome to Management

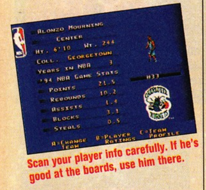
You can create up to 40 of your own players and save them with the battery backup. Marv Albert, the voice of the NBA on NBC, offers up the commentary. Choose from 30 Hall of Fame greats. Trade players and create your own dynasty. Check out in-depth player ratings. Manage the team with astounding new play-calling features that do everything from setting picks to having teammates cut from the side of the screen. Best of all, your personalized cart saves all the info on career-best performances. Can you say bragging rights? *NBA Action* is both realistic and big fun. The game is all that and more.




Use the Speed Burst on the break by tapping Button A.




Want to know how your players match up? It's in here.




Scan your player info carefully. If he's good at the boards, use him there.

**Q: Whose size 22 sneakers are bronzed in the Basketball Hall of Fame?**

### WARM-UP

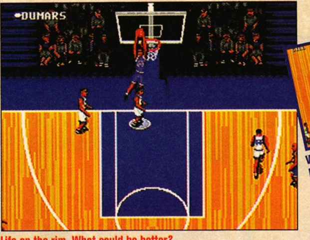
Smell the leather. Pound the court. Enter the world of *NBA Action '95 Starring David Robinson* from Sega Sports for Genesis. This game means dishing the dunks, dropping from downtown, dealing the roundball, and leading the break–all from the new Fast-Breaking View. Using the Team Player, up to five players (that's right, a whole squad) can run plays simultaneously. You get all 27 NBA clubs, all the real players, and full season, playoffs, and NBA finals to jam through. But this time there's so much more: Roundball's never been better on the Genesis.

PUBLISHER: **Sega Sports** CONTROLLER: **3-Button**
PLAYERS: **One to Five (with Team Player)**




### HOT HINTS

- ✔ Consider subbing a player who's flashing blue. Blue means he's seriously cold and has the hands of a bricklayer.
- ✔ When your indicator is red, your man is in the zone.
- ✔ Be aware of your player's stats. Don't try the threes with a player who can't even see from downtown, much less shoot.
- ✔ The more you know about picks, set plays, and other types of actual basketball strategy, the better you'll do in this game.
- ✔ Keep your eye on the open lane and use it.





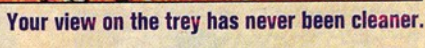
Life on the rim. What could be better?



When defending, hold Button A in an attempt to draw a charge.

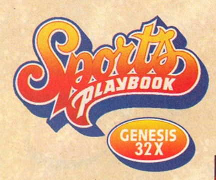
Use Button C on the tip.





Your view on the trey has never been cleaner.




A: Bob Lanier's




# No Replacement Players Here

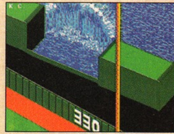
## WARM-UP

Let's cut to the chase. *RBI Baseball '95* for the Genesis 32X from Time Warner Interactive gives you more of what you want, need, and enjoy from a beanball game. On the programming side, you get game play that's twice as fast as any previous *RBI* title; more realistic ball-flight trajectories, including holes in the outfield defense that couldn't exist before; vastly improved computer AI (the CPU can even steal and prevent base theft); the new infield-fly rule; double-switches; and the new division structure for both the American and National Leagues.

PUBLISHER: **Time Warner Interactive**
CONTROLLER: **3- or 6-Button**
PLAYERS: **One or Two**

## America's Pastime Rips on Genesis 32X

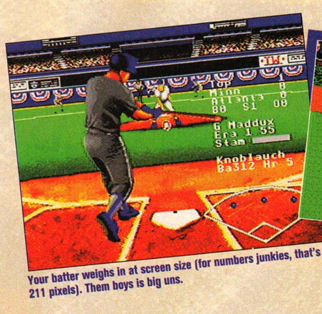
Soundwise, you get twice as many tunes (all but the National Anthem are new—they couldn't change that), much higher-quality digitized and FM sound effects (including higher sampling rates on Jack Buck and the ump), and tons of realistic sampled sounds that add substance to your game experience. Graphically, the animation is all derived from live video, so it's much more realistic. You get three times the graphics for the batter and pitcher (the batter gets 75 frames of animation), just about all the game has been redrawn, and, believe it or not, there's much more. We just don't have enough space. From all the real MLBPA players to the true 1994 stats, this one is all ball game. Check it out.



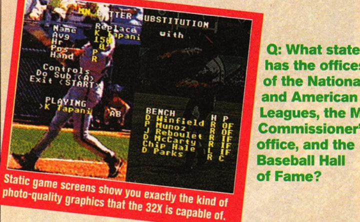

You can master the corners of all 28 ballparks by going on the Stadium Tour. Bet you couldn't guess that this one's KC.



Life just couldn't get any sweeter. Between innings the losing team can read it and weep.



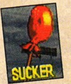

Your batter weighs in at screen size (for numbers junkies, that's 211 pixels). Them boys is big uns.




Static game screens show you exactly the kind of photo-quality graphics that the 32X is capable of.

**Q: What state has the offices of the National and American Leagues, the MLB Commissioner's office, and the Baseball Hall of Fame?**

**A: We know. Too easy. Yup, it is New York.**



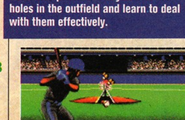



The Home Run Derby helps you discover your true worth.

## HOT HINTS

- ✔ For more fun, try the Game Breakers mode, where you find yourself in a situation right from the start.
- ✔ To throw an illegal spitball, hold down Button C, then press Button A to lob the gob.
- ✔ Remember, the pitcher is much improved defensively. Steal only in the best of circumstances.
- ✔ Beginners should try the Home Run Derby for batting practice.
- ✔ Create your own dream team and go a full 162-game season. You'll destroy the competition.

Defensive practice lets you find the holes in the outfield and learn to deal with them effectively.

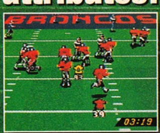


# 1st and 32X

## Score with this season's QB and team attributes!



ADVANCED PASSING: CAMERA ADJUSTS FOR 80 YARDS OF VIEWABLE FIELD!



HEAT UP THE RUNNING GAME WITH IN-YOUR-FACE PERSPECTIVES!





STATE-OF-THE-ART GRAPHICS WITH OVER 32,000 COLORS!



OVER 430 OFFENSIVE, DEFENSIVE AND QB SIGNATURE PLAYS!

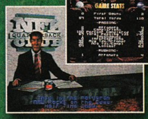
GENESIS 32X™


CELEBRATIONS!

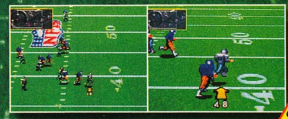

HIGH STEPS!


SACKS!


DEFLECTIONS!



COMPREHENSIVE GAME STATS AND SEASON SAVE FEATURE!


ULTRA SMOOTH-CAM REPLAY WITH SUPER ZOOM AND VIEW OPTIONS!

'94 SEASON QB AND TEAM ATTRIBUTES

VARIABLE FIELD AND WEATHER CONDITIONS!

It's 1st and 32X. Upgrade your gridiron action with NFL™ Quarterback Club,™ the 1st and only way to play football on the 32X™ — complete with the most up-to-date QB and team attributes of any game!

All new advanced passing gives you 80 yards of viewable field to hit the open man, multi-view perspectives heat up the running game with in-your-face action and the exclusive Smooth-Cam delivers the most advanced instant replay from virtually any angle.

NFL™ Quarterback Club™ on 32X™... **REAL FOOTBALL FOR REAL PLAYERS!**

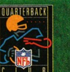



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ 32X™ System.

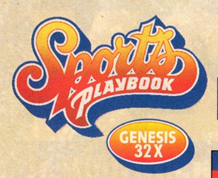









Acclaim® entertainment inc.




# 32X Fuels Powerhouse Football

## WARM-UP

**Gamers have been waiting to see what the power of the 32X's twin RISC processors can do for a full-blown Sports title. The wait is over with *NFL Quarterback Club*, a flat-out blockbuster for the Genesis 32X from Acclaim. This fast and remarkably complete football title stars 19 of today's most celebrated quarterbacks, with their strengths, weaknesses, and signature plays all factored into the action. Features like jam-packed playbooks, multiple points of view, and 80 yards of field viewable at all time are why this one is making tidal waves in the Sports world. If you've ever wanted to play in Steve Young's uniform (or to see if you could improve on John Elway's record), load up *NFL Quarterback Club*.**

PUBLISHER: **Acclaim Entertainment**
CONTROLLER: **3-Button**
PLAYERS: **One to Five (with Team Player)**

KIDS TO ADULTS K-A AGES 6+

## Monday-Morning Quarterbacking

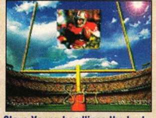
Naturally, you can play in Preseason, Season, or Playoff games, as well as all of the Bowls. But to see how you really measure up, take a whack at Simulation mode, which plunks you into a real game from the recent past at a pivotal moment. All the conditions are the same, from the game stats to the weather. Can you, as the Dallas Cowboys, rewrite history by foiling Pittsburgh's comeback attempt in the 1976 Super Bowl?

Before you even try, take a long hard look at your playbook options. It breaks your choices down into short-, medium-, and long-yardage situations. Assess your QB's strong points, finesse your viewpoint, and get ready to unseat a Bowl legend. With all this strategy, realism, and pounding football action, *Quarterback Club* will knock you outta your cleats.

**Choose from every play in the book.**

**Hmm. Looks like the Oilers are at a disadvantage.**

**Q: What was the first football game for any Sega system?**



**Steve Young headlines the burly cast of *Quarterback Club*.**

**A: Great Football for the Master System**

## HOT HINTS

- ✔ Send 'em scurrying with a fake hike by pressing Button B.
- ✔ When only a diving catch will do, press the D-Pad in the appropriate direction with Button A.
- ✔ Try the Nickel defensive play where a pass is likely.
- ✔ For a faster game, select No Huddle. You'll call plays from your selected Audibles instead of from the playbook.

## Seeing Triple

**If you think these three points of view are cool, wait till you see the instant-replay options. You can analyze the action from the perspective of the ball, any player, or any point on the field.**



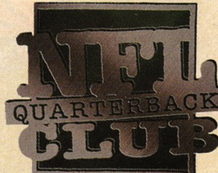



**Shoulder View**

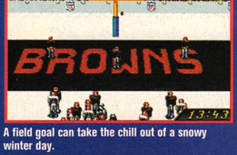


**Blimp View**

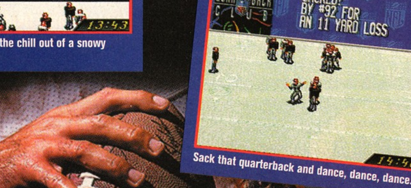






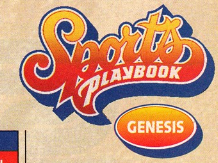




**A field goal can take the chill out of a snowy winter day.**




**Sack that quarterback and dance, dance, dance.**




## In Which We Apologize To the Commish

*Wayne Gretzky* gives you 26 North American teams and 6 international All Star teams on a side-view rink with bunches of modes and solid details. There's stuff like one- to four-player capability, a full 84-game season (none of that 48-game nonsense); battery backup for stats; team edit; Arcade, Simulation, and Practice modes; live-action video clips; full-screen face-offs; and, you guessed it, fighting (sorry, Mr. Bettman). Advanced AI keeps track of your play expertise and sets the game accordingly. The gist is a well-rounded ice-fest brought to you by the biggest name in the twine-bulge business: Wayne "The Great One" Gretzky.

### WARM-UP

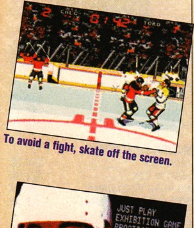
**Game on! Collect your stick, skates, and a rubber biscuit, and hightail it onto the frozen pond. The game is *Wayne Gretzky and the NHLPA All Stars* from Time Warner Interactive for your Sega Genesis. You're probably familiar with Wayne. The guy owns four Lord Stanley rings, occupies the No. 1 position as all-time scoring leader in the NHL (sorry, Gordie), has soft hands, and skates like a duck. As for NHLPA All Stars, you might have heard of a few of these 600-plus fellas–guys like Jaromir Jagr, John LeClair (sorry, Montreal), Dominic Hasek, and Cam Neely. You know the list.**

PUBLISHER: **Time Warner Interactive**
CONTROLLER: **3-Button**
PLAYERS: **One to Four (with Team Player)**

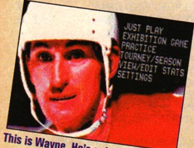
KIDS TO ADULTS K-A AGES 6+

### HOT HINTS

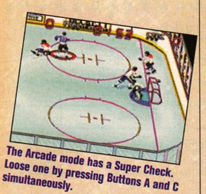
- ✔ You'll get lots of goals by spending time in Gretzky's favorite assist position–behind the net.
- ✔ One-timers work.
- ✔ Use the Intimidate feature once per period, and da boyz gets a little rough.
- ✔ Don't act like that San Jose team. You've got to shoot on goal to score. The more you shoot, the better (sorry, Kevin).
- ✔ It never hurts to poke-check the goalie while he's handling the biscuit. You'll often work it loose.
- ✔ Fighting is a bad thing. That said, you can win a fight by blocking your opponent's punches, landing a few yourself, then grabbing the goon and kneeing him in the noggin a few times.



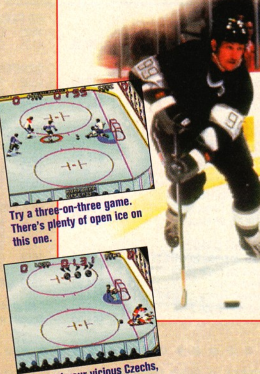
To avoid a fight, skate off the screen.




This is Wayne. He's got something of a reputation in the NHL.



The Arcade mode has a Super Check. Loose one by pressing Buttons A and C simultaneously.

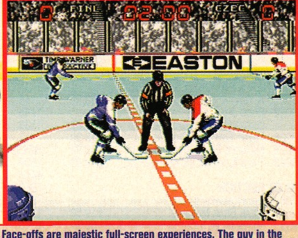


Try a three-on-three game. There's plenty of open ice on this one.

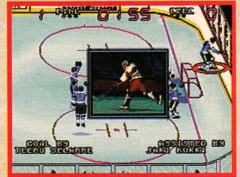


Talk about your vicious Czechs, er, checks (sorry, Petr).




Face-offs are majestic full-screen experiences. The guy in the stripes flinches a few times before the draw.




There's video footage of an actual goal every time you beat the netminder.

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